

ISSUE NO.  
**258**  
AUGUST  
SEP/OCT PRE-ORDER

# GTM

GAME TRADE MAGAZINE



DUNGEONS & DRAGONS

## FRAMEWORKS

**D&D**  
PRISMATIC PAINT



**WIZKIDS**™

## THE YEAR AHEAD

\*IMAGES NOT FINAL

## IN THIS ISSUE:

- GATHER DNA AND HIRE SCIENTISTS TO CREATE THE BEST DINOSAUR THEME PARK IN *DINO ISLAND: RAWR 'N WRITE* FROM PANDASAURUS GAMES!
- WINTER IS COMING... TO THE TABLETOP IN THE LATEST RELEASE FROM STEVE JACKSON GAMES - *MUNCHKIN RUSSIA*!





WIZKIDS™

# OS/SUPER-SKILL/20 PINBALL RAMP IT UP!



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Ramp it Up!  
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MSRP: \$24.99



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the hit roll-and-write!*

Accolades for  
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PINBALL  
14-CADE



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## COVER STORY



### Sprue and Paint: The Year Ahead

In this issue, we take a closer look at the *Dungeons & Dragons Frameworks* miniatures line, coming soon from WizKids!

by WizKids/NECA

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A brand-new edition of Seiji Kanai's award-winning Love Letter card game featuring characters from K. O'Neill's acclaimed graphic novel *Princess Princess Ever After*, with art by fan-favorite creator Wendy Xu (Mooncakes, Tidesong)!



**THE FIRST QUEER  
LOVE LETTER  
ADAPTATION!**

## LOVE LETTER: PRINCESS PRINCESS EVER AFTER CARD GAME

**\$21.99**

**FULL COLOR  
CARD GAME**

**OCTOBER  
RELEASE!**

**SKU:  
RGS 02250**

GAME DESIGN BY: **SEIJI KANAI**

COVER BY: **K. O'NEILL**

ILLUSTRATED BY: **WENDY XU**

You must deliver your love letter to the highly sought-after Princess. Will you entrust your letter to the invincible Ogre? The lightning-fast Unicorn? Your fellow Princesses? In a quick game of risk and deduction, can you outwit your friends and earn the love of the noble Princess? This new edition of the classic features tarot-sized cards, acrylic tokens, and beautiful artwork featuring characters from K. O'Neill's award-winning graphic novel *Princess Princess Ever After*.





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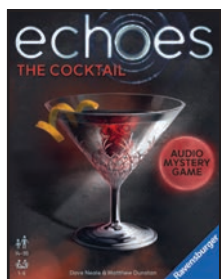
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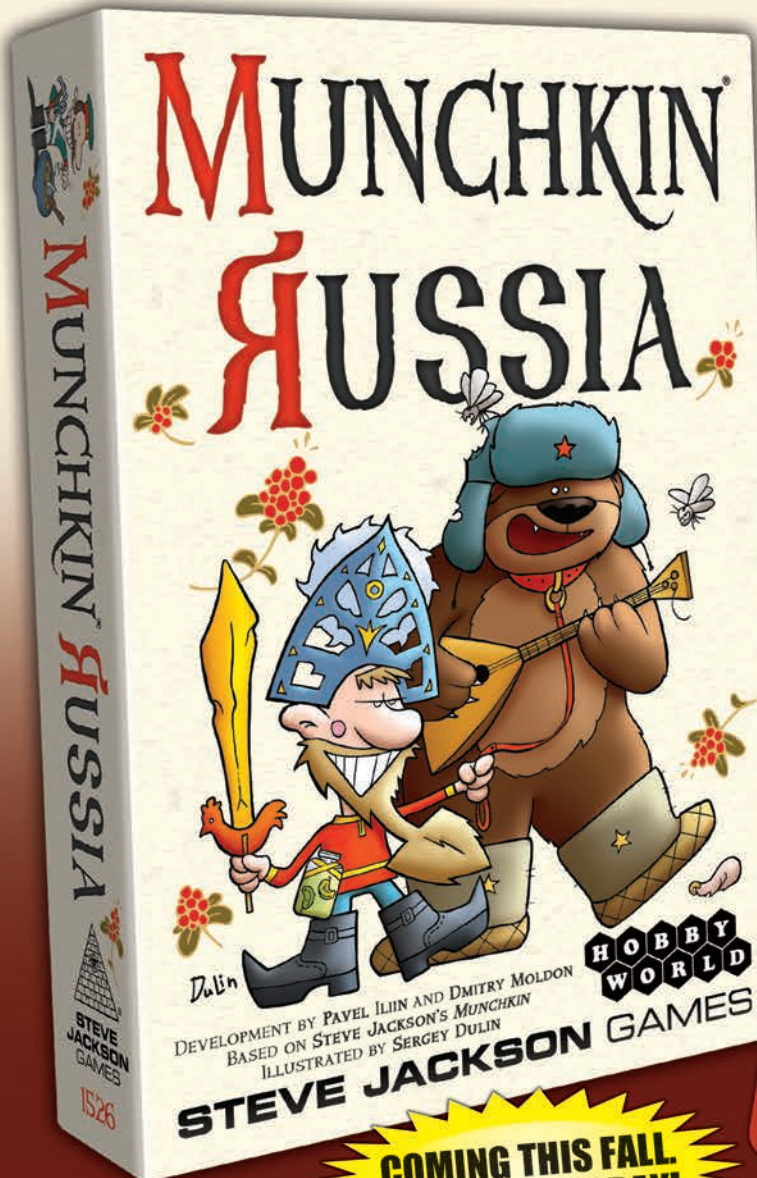
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**STEVE  
JACKSON  
GAMES**





## Greetings Dear Readers!

Welcome to your August 2021 edition of *Game Trade Magazine*!

Here at GTM, we look forward to the August issue every year — as summer begins to wind down and cooler weather is just around the corner, it's not uncommon in the board game industry for new products to be released or announced!

Of course, a lot of this often happens at Gen Con and even though this year that show will be taking place in *September* (rather than its traditional August) we still have an issue *jam-packed* with exciting content for you.

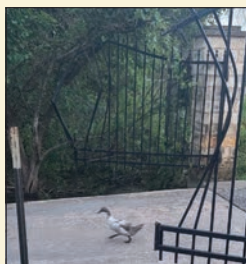
We start off with our old friends at WizKids as they discuss an exciting new customizable fantasy miniatures line — *D&D Frameworks*! This new product line offers fans of fantasy minis the opportunity to assemble their figures from a wider array of choices, and results in a final mini more unique than previously available. Kitbashing figures was never so easy, or fun!

Next up, Steve Jackson Games takes us behind the scenes of their latest collaboration — this time with the fantastic and fun folk at Hobby World — to bring you *Munchkin Russia*! Watch out for the Babushkas as you navigate the terrain of this all-new *Munchkin* world — filled with all of the puns and in-jokes we've come to love and expect from the Steve Jackson Games folks, we're sure you'll be rushin' to pick this one up!

Of course, if you prefer to explore things a bit more on the Jurassic side, well — then our friends at Pandasaurus Games have you covered with *Dinosaur Island: Rawr 'N Write*! This faster paced roll and write version of their critically acclaimed *Dinosaur Island* is sure to please fans of the classic (and make a few new fans as well!) as you race to collect dino DNA, hire scientists, and craft the best dang dinosaur theme park you can. You know, without losing track of any of your attractions... or guests! We have all this and so, so much more this month dear readers.

As we close out this month's foreword, we wanted to share our grief and support at the news of Andrew Hackard's passing in June. A longtime contributor to *Munchkin*, Andrew was a warm and friendly guy who was always quick with a pun (in true *Munchkin* fashion!). We've enjoyed our collaborations with him over the years here at GTM, the most recent being a look back at the last 20 years of *Munchkin* in our July issue, and he will be missed. Godspeed Andrew.

So, in that spirit, we bid you all to stay healthy, be safe, and game on.  
-JG



**PUBLISHER**  
Alliance Game Distributors

**EDITOR/ADVERTISING MANAGER**  
Jerome Gonyeau

**ART DIRECTOR**  
Matt Barham

**PAGEMASTER**  
Katie Skinner

Submissions should be sent to Jerome Gonyeau  
[jlg@alliance-games.com](mailto:jlg@alliance-games.com)

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**GTM**  
10150 York Rd, Cockeysville, MD 21030  
[GTM@GameTradeMagazine.com](mailto:GTM@GameTradeMagazine.com)

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# ANDREW HACKARD

1970-2021

By Steve Jackson

Andrew Hackard, our *Munchkin* Czar, also known as the Red Pen of Doom, died June 17 of a brain tumor. He knew more than six months ago that it was terminal, but he stayed at his desk as long as he could, making more games for us all.

Andrew was with SJ Games for more than 20 years. He was one of the smartest, funniest, nicest people that I have ever known. He loved movies, comics, and all kinds of geek culture. Just to keep in balance, he was also a faithful orange-blooded fan of UT football. He was always up for a game or a playtest. He loved puns and wordplay but combined that with a precise and critical mind — which made him ideal for *Munchkin*. In his copious free time, he acted as editor for several of Wil Wheaton's books. Wil said, "I knew Andrew for twenty years that suddenly feel unfairly short. I knew him as an editor, as a gamer, as a fellow nerd, but most importantly as my friend. Andrew helped me become a writer. He helped me find my voice, my confidence, my abiding respect for and fear of his Red Pen of Doom. Andrew's influence on my creative self will be with me for the rest of my life, in everything I write, and for that I am grateful. And I can find some joy in the knowledge that Andrew will outlive all of us through his work. Every single time you play *Munchkin*, you're keeping Andrew's memory alive, and as someone who loved him, I thank you for that."

John Kovalic called him "ridiculously talented — his mind seemed to operate on another level entirely. Faster and funnier, but also kinder."

I'm lucky to have had Andrew's help all these years, and proud to have been his friend.





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TOM VASEL,  
THE DICE TOWER

RELEASE

SEPTEMBER  
2021



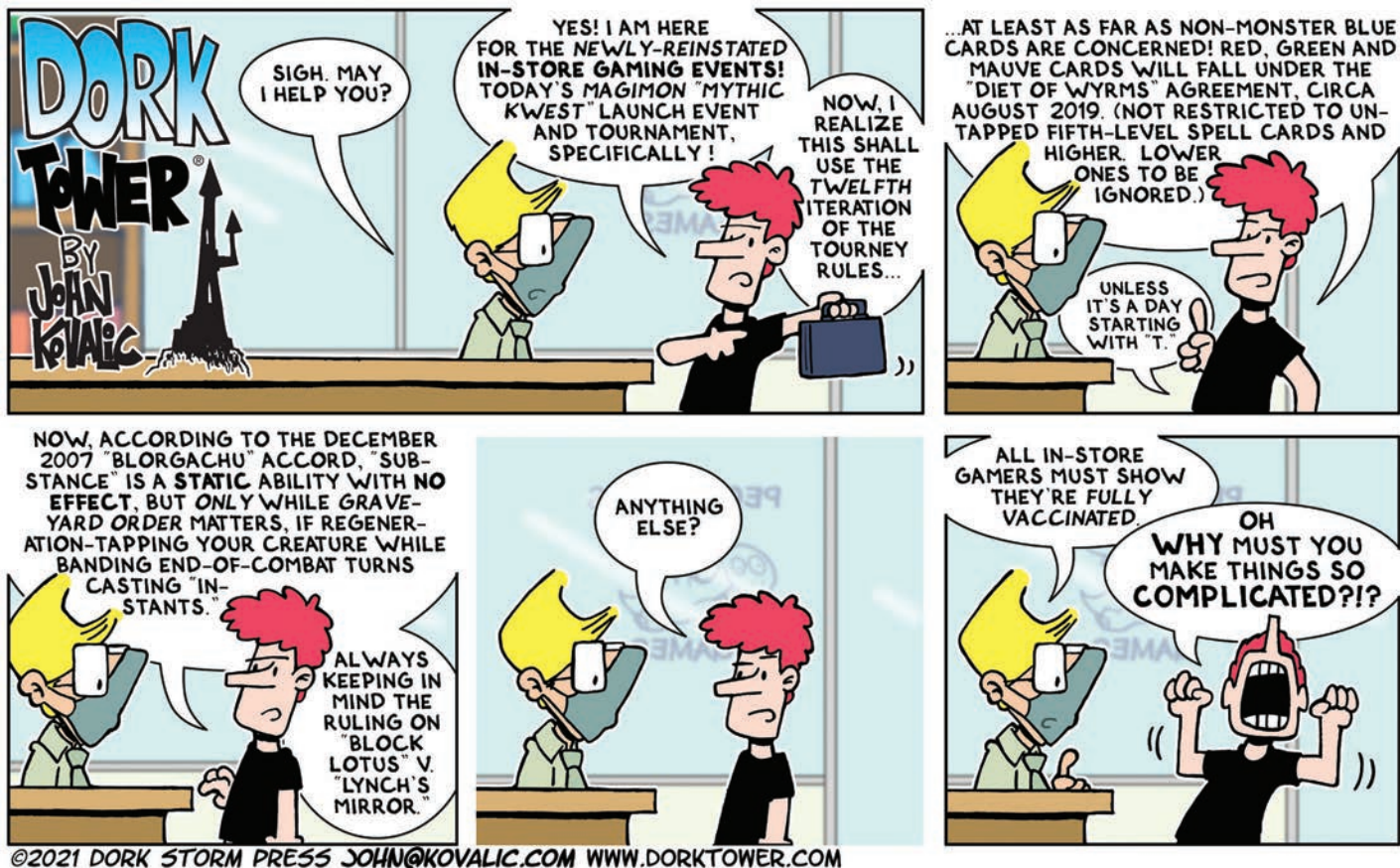
## INFO

MSRP:	\$ 39.99
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BOX SIZE:	10"x 10"x 2"
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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



## WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

**GTM** provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or MAY.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

## GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

**FROM THE EDITOR/FOREWORD:** In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

**COVER STORY:** Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

**FEATURES:** Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

**SPOTLIGHTS:** These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

**PREVIEWS:** These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



**DESIGNER DIARIES:** These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

**REVIEWS:** Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



**EXCLUSIVES:** While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

**GAMES SECTION:** Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**SPOTLIGHT ON**

**MY CITY**  
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.  
TAC 491486 \$34.95

**ULTRA PRO**

**AMY BROWN**  
Scheduled to ship in July 2020.

**AUTUMN STROLL PLAYMAT**  
UPI 15550

**BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15525

**MORGAN LE FET PLAYMAT**  
UPI 15526

**MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15549

**PASSAGE TO AUTUMN PLAYMAT**  
UPI 15530

**QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15527

**SISTERS STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15526

**WHERE THE WIND TAKES YOU PLAYMAT**  
UPI 15529

**USAOPOLY**

**SPOTLIGHT ON**

**CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL**  
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.  
USO E8010720

**DRAGON BALL Z: COLLECTOR'S CHESSE SET**  
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-designed, full-color busts of characters from the popular anime franchise. Scheduled to ship in September 2020.  
USO CH113449

**MONOPOLY: ELF**  
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this reimagined version of Monopoly. Scheduled to ship in September 2020.  
USO HND10595

**RISING: THE BATMAN WHO LAUGHS**  
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to rescue key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.  
USO DC310103

**SPOT IT!: SPONGEBOB**  
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.  
USO S096712

**SPOT IT!: RUDOLPH**  
Get ready for a magical winter wonderland with Rudolph Spot It! Scheduled to ship in September 2020.  
USO S0033069

**WIZARDS OF THE COAST**

**FEATURED ITEM**

**MAGIC THE GATHERING**  
MAGIC THE GATHERING CCG: ARENA STATER KIT  
WOC C7512000

MAGIC THE GATHERING CCG: CORE 2021  
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.  
BOOSTER DISPLAY (34) WOC C75030000  
BUNDLE WOC C75070000  
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000  
PLANESWALKER DECK DISPLAY (11) WOC C75060000  
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400

**WIZKIDS/NECA**

**SPOTLIGHT ON**

**DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE**  
Over 100mm tall, this miniature is based on the all-new set for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.  
WZK 96019 \$49.99

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK**  
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Frightful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.  
WZK 84752 \$129.90

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK**  
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix: Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.  
WZK 84755 \$9.99

**FEATURED ITEM**

**MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES**  
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.  
WZK 84753 \$16.99

**SUPER-SKILL PINBALL: 4-CARD**  
Super-Skill Pinball 4-Card brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from occasional designer Geoff Engelen. Choose one of the four unique tables and matching boardgames for something new! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.  
WZK 87520 \$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

## GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

### FEATURED ITEM

**FEATURED ITEM:** Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

### OFFERED AGAIN

**OFFERED AGAIN:** These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

### SPOTLIGHT ON

**SPOTLIGHT ON:** These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

**PI OR PLEASE INQUIRE:** Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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# SPRUE AND PAINT: THE YEAR AHEAD

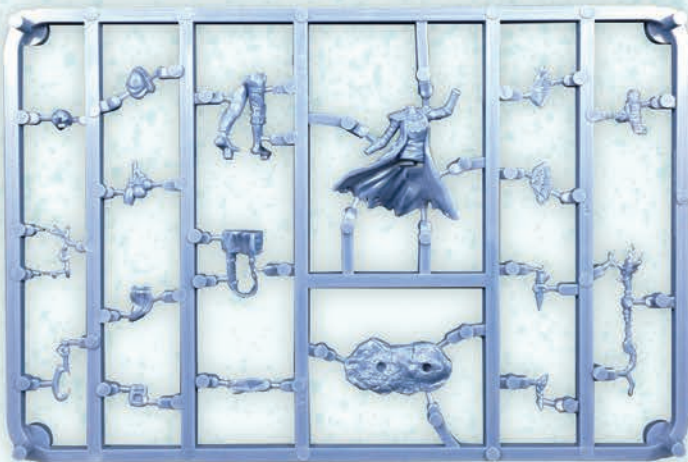
WIZKIDS

With each release of WizKids' pre-primed, ready-to-paint miniatures, we've done our best to improve upon our figures, grow the selection, fulfill fans' requests, and also to try new things.

In 2021, we're covering all of these bases with two new ventures: sprue miniatures and a new line of paint and painting accessories.

## D&D FRAMEWORKS... AND MORE

Our line of sprue-based *Dungeons & Dragons* miniatures — customizable plastic miniatures that come unassembled, on a plastic frame — premieres in November, with *D&D Frameworks...* and we'll follow up in 2022 with even more miniatures (and more licenses).



For those who haven't seen one of those sneak previews yet — the Elf Ranger, Dwarf Cleric, Orc Barbarian, and Human Druid — here's a rundown of what to expect from the sprue line.



First, these miniatures come unassembled and unprimed, giving them a lot more customization options, right out of the box, than our standard unpainted miniatures. Each figure comes on a sprue with a choice of heads, arms, gear, and accessories — plus a fair amount of spell effects cast in clear plastic — as well as a terrain base, and enough clear bases of the appropriate size for each figure in the pack.



Second, these are entirely new sculpts: still recognizably the characters and creatures gamers have come to expect from their favorite fantasy roleplaying game, but updated with poses more suited to customization.

## AN ARRAY OF SIZES

As we've learned from our unpainted miniatures, differently-sized creatures require differently-sized packaging, and so we've developed an array of several sizes of sprue boxes, each at a different MSRP.

The smallest contains only a single sprue (with perhaps a partial sprue of clear parts), and the largest have twice the footprint, and are also thicker. These are reserved for the very largest or most complex sprues, or multi-packs with several figures of the same monster type in them.

These sprues are cast in rigid plastic, which means that it's easier to create a more dynamic pose — no flight stand needed. Unlike the Nolzur's Marvelous Miniatures line of unpainted miniatures, these do not come pre-primed, but they're also designed with the more experienced miniature hobbyist in mind.

**DUNGEONS & DRAGONS**

**FRAMEWORKS**



Frameworks starts out with a broad selection of popular character types and classic *D&D* monsters.

In the first release, look for a good mix of Human, Elf, Dwarf, Orc, Dragonborn, and more, with nearly every class covered — and the rest with the follow-up release. There will also be classic monsters like Beholders, Driders, Minotaurs, and so on...up to and including the granddaddy monster of the premiere release: the terrifying Balor!



### MINI BITS AND MULTI-PACKS

When we put together our “wish list” for sprue-based miniatures, it was obvious that they had to have interchangeable parts — but what else could we do to make them more useful on the tabletop?

We knew we wanted consumers to be able to “kitbash” with these sprues: to use parts not just on the miniature they came with, but a miniature from a completely different sprue, or even a figure from Nolzur’s Marvelous Miniatures.

These “figure-agnostic” bits would be loosely themed for the sprue they came on — a spellbook on a wizard sprue, a broken statue for a basilisk, and so on — but not necessarily designed to fit the miniature on any particular spot. That means the consumer can put the spellbook in the basilisk’s mouth, for example, or the broken statue next to the wizard...or any combination they like.

Along similar lines, we know that even though the minis in a multi-pack can be constructed in distinctive way, keeping track of several different orcs or goblins during a battle can get confusing. We solved this problem by including a simple-yet-unobtrusive numbering system.

Each frame in a multi-pack includes singles, doubles, or triples of a particular item — arrows for goblins, for example — all of which can be attached to the mini or its base. Each multi-pack includes enough of these items to assign different numbers to each figure in the pack. And again, because these are figure-agnostic, they can be attached to completely different miniatures.



### D&D PRISMATIC PAINT

In addition to the entirely new line of sprue miniatures, we’re proud to present the *Dungeons & Dragons* Prismatic Paint line!

Developed in cooperation with Wizards of the Coast and Acrylics Vallejo, this line of 60 colors makes use of Vallejo’s vast expertise in the model and hobby paint industry, WizKids’ distribution network, and Wizards of the Coast’s brand recognition. In fact, thanks to the familiar *D&D* logo on the paint bottles and our retailer-friendly display racks, these paints will fit right in beside any store’s selection of *D&D* Nolzur’s Marvelous Miniatures.

### PAINT PLUS ACCESSORIES

There’s more to the *D&D* Prismatic Paint line than just 40 familiar Vallejo colors and 20 brand-new, *D&D*-themed colors, and there are more ways to buy them than off the rack.



The *Prismatic Paint* line includes the *Basic Starter Case* and the *Intermediate Case*, each of which holds 30 bottles of paint. Between them, these portable plastic cases contain each and every paint color in the line — so a customer who wants all 60 colors can buy one of each case, with no duplicates.

Additionally, we looked at the tools miniature hobbyists typically use, and included those in the line. In addition to packs of brushes, we offer a hobby knife, flexible sanding pads, a mold line remover, and a sprue cutter.

As time goes on, we’ll add more paint colors and tools to the *D&D* Prismatic Paint line, just as we’ll add more miniatures to the *D&D* Frameworks sprue line.

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# DINOSAUR ISLAND RAWR 'N WRITE

## OR LIFE, UH, FINDS A WAY



### DINOSAUR ISLAND: RAWR 'N WRITE

PAN 202107 ..... \$29.95 | Available August 2021!

After a night of playing *Fleet: The Dice Game*, I got inspired to design a roll and write. I was never enamored with roll and writes until I got to experience the engine building of *Fleet*. Not only did I get to mark off Xs that enabled me to mark more Xs, but every other phase those Xs actually did something! My partner Marissa and I began brainstorming some elements that we wanted. Knowing Brian Lewis, co-designer of *Dinosaur Island*, and having personally seen Jurassic Park 13 times in the movie theatre, a *Dinosaur Island* theme seemed like the natural fit. I pitched some basic ideas to Brian, jokingly called it a "Rawr 'N Write," and Brian was in. Thus began a journey that none of us had foreseen.

With inspiration found, we started firing off ideas. We wanted an "activation phase" and we wanted combos like *Ganz Schön Clever*. Buildings became polyominoes, dino paddocks became rectangles, and they all did something. Early on, we had an idea of a logistic puzzle where you would build roads and "travel" along those roads scoring in some way. In my dreams, dinos made their way to exits and escaped on Jet Skis, but this proved to be difficult to track. We were building roads and buildings, and crossing them off as they became "visited." By the end you didn't have a cute little park blueprint, but instead a grid of scribbles and Xs. The goal was always to walk away with one of those "I made this!" feelings that we got from the Rosenberg classics.

As the game was now set in the *Dinosaur Island* universe we wanted to use the DNA dice as the primary component. Very quickly



we came up with a core worker placement mechanic for our general actions: building attractions and special buildings, creating dinos, and building roads to connect attractions. The dice would be drafted, provide their base DNA, and then be placed on a board to take an additional action. In our first few plays, the board felt a bit too tight so we added a dice stacking mechanic reminiscent of *Marco Polo*. You could now use an occupied space as long as the threat pip value was higher than a previously placed die. This added a nice competitive wrinkle to the initial draft, as you may want the threat pips to ensure your second action was possible. For example, you may need a specific type of DNA to build dinosaurs, so one of your dice might have a high threat value to ensure that you could take a "Create Dinos" action later in the round.







After some tinkering, we had a core turn structure. You drafted dice, placed them to take DNA and actions, and then built attractions in your park. When adding buildings to your park, they immediately activated and gave you money to activate other buildings, specialists, etc. It was a fun system, but was difficult to teach and required a lot of resource tracking. We found it easy, but we were the ones who created it.

Brian threw together a prototype board, and we took it to Origins 2019 to pitch to the Pandasaurus team. The pitch went well and the reception from the various playtesters was inspiring. We refined the game using several bits of feedback and brought a newer version to Gen Con 2019. This was the first experience where we had playtesters find us and return looking for another go at the game. As a new designer, this was such a cool moment for me, and I know Marissa and Brian felt the same way.

Gen Con 2019 was where the game really took on new life. We wanted ways of making the economy more diverse, but we didn't want to change the core mechanics or add more complexity. Our countless playtesters over the weekend came up with brilliant ways to add player agency, a diverse economy, and solved some final scoring wrinkles that we had yet to iron out. The buildings went from being pre-printed on the board to a deck of cards that could be drafted to add some variability to the game. The convoluted route scoring was simplified, and we left the con with a game we were proud of and that felt close to being done.

Pandasaurus hired Andy Van Zandt to handle the remaining development. Andy was able to fine-tune balance and make excellent suggestions about turn structure and streamlining. All of the buildings or elements of the flow of play that we knew needed polish were suddenly getting the attention they needed.

Kwanchai Moriya is once again on board, with Stevo Torres handling graphic design and Andrew Thompson contributing additional illustrations. It seemed like that within days we were getting art proofs and concepts. These elements left the design team speechless.

Toward the end of the design process, we asked ourselves if this was different enough. We always went back to my "baby talk" design philosophy, and asked the question, "Well, does that feel good?" After each change, both major and minor, we felt the answer was a resounding "Yes!" From the get go, we let the design lead

us. No idea was too wacky; even when we had whittled *Dinosaur Island* to just the dice, it felt like the right step. Every decision was in the interest of fun, and we felt, as John Hammond would say, that that was, "An aim not devoid of merit." We hope you enjoy playing the game as much as we did putting it together.

...

David McGregor is the co-designer of *Dinosaur World* and *Dinosaur Island: Rawr 'n Write*.





# THE HUNGER

RICHARD GARFIELD

## THE HUNGER

RGS 02241 ..... \$50.00 | Available September 2021!

Best known as the creator of *Magic: The Gathering*, Richard Garfield has produced some of the most popular and best-selling games in the history of board games. From the critically acclaimed *Netrunner* to the dice game *King of Tokyo* to the trivia game *Half-Truths* (co-designed with Jeopardy legend Ken Jennings), Garfield has enjoyed a long and fruitful career as a game designer.

With the announcement of *The Hunger* from Renegade Game Studios, Garfield takes players into the undead world where they'll play as vampires seeking an elusive rose before dawn. Will they be able to return to the castle in time? Or will they be doomed by the first rays of sunlight?

Such thematic game play is common in Garfield's games. While earning his Ph. D. from the University of Pennsylvania Garfield began working on the card game that would eventually become *Magic: The Gathering*. The game combined the collectibility of baseball cards with a fantasy-based card game; players built decks of cards to cast spells and summon creatures against their opponents. *Magic* was an immediate hit upon its release in 1993. It revolutionized the card game industry and continues to be the biggest-selling card game today.

Even with the runaway success of *Magic*, Garfield continued to design games, including *RoboRally*, and well-received collectible card games like *Vampire: The Eternal Struggle*, *Netrunner*, and *Battletech*. From robots, to the undead, to science fiction, Garfield's games entertain both veterans and newcomers alike.



In 2011 Garfield published *King of Tokyo*, a dice-based game inspired by Japanese movies featuring gigantic monsters. Using the main game mechanism of *Yahtzee*, *King of Tokyo* had players rolling and re-rolling dice to strike their opponents, heal their own monster, or collect energy cubes to acquire game-changing abilities. A sequel soon followed in *King of New York*, which introduced new monsters and additional obstacles to players.

Garfield's most recent success was *KeyForge*, a card game that featured unique player decks, with over 100 septillion combinations possible. Like *Magic*, *KeyForge* is a two-player card battling game; however, cards cannot be culled from other decks to form unbeatable combinations.



In *The Hunger*, Garfield once again returns to the tabletop with a thematic board game for up to six players. Each player is a vampire fulfilling secret missions, seducing familiars, and seeking an elusive rose to return to the castle before dawn. It's a deck-building game with a race element, as players have only 15 turns in a game, representing an all-too short evening of mayhem, to earn as many victory points as possible.

They'll do this by playing cards for either a draw or discard effect. Then, depending on the cards they've played, along with any permanent abilities, they'll calculate their speed. This determines if a player can move and whether or not a board effect will trigger: will they be able to hunt for a human victim this turn? Is there a rose they can gather? Or will they go to the crypt to gain another mission?

Garfield's renowned card-making design can be found in *The Hunger*: each player begins with a starting deck and through the course of the game will acquire stronger and more useful cards. Different types of cards include human villagers, religious, military, and noble cards and each card has a hunting, playing area, or end of game effect.

As a vampire, each player will attract familiars to help do their bidding as they attempt to hunt humans and eventually find a rose in the labyrinth. Gathering human victims is the main objective since they'll be used to fulfill secret missions and score victory points. The humans, though, may have unexpected effects on vampires, so players must choose wisely before attacking.

As the final turn nears, vampires must bring a rose back to the castle. The first rays of the dawn sunlight will arrive soon! Make it back to the castle to ensure a vampire's safety, or be burned to ashes in the plains or forest. Vampires can hide in the cemetery to avoid the sun, but they'll lose victory points for doing so.

With its combination of smooth deck-building and a tight race to the castle, *The Hunger* is a 30-60 minute game that can be enjoyed by 2-6 players. It is now available for pre-order from the Renegade Game Studios website.

...

Ruel Gaviola is a writer, podcaster, and livestreamer based in Southern California. His work has been featured on *Geek & Sundry*, *Roll20*, *Renegade Game Studios*, and more. He is on the Board of Directors for the *Tabletop Writers Guild* and the *American Tabletop Awards*, and is co-founder of the *Tabletop Live Network*. Connect with him on Twitter @RuelGaviola, watch his regular livestreams on Twitch @RuelGaviola, and find more of his work at [rueलगaviola.com](http://rueलगaviola.com).





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# MARVEL Villainous

RULE THE MARVEL UNIVERSE WITH MISCHIEF & MALICE!

## MARVEL VILLAINOUS: MISCHIEF & MALICE

RVN 60001912..... PI | Available August 2021!

With the release of *Marvel Villainous: Infinite Power*, players were able to take the role of iconic comic book Villains. Whether they were seeking the Infinity Stones as Thanos, collecting souls as Hela, or upgrading as Ultron, each player strove to meet their unique, story-based objective before their opponents.

Now, players can dominate the Marvel Universe with *Marvel Villainous: Mischief & Malice*! Adding Loki, M.O.D.O.K., and Madame Masque to the mix, this expansion offers a balanced standalone game and can also be mixed and matched with *Marvel Villainous: Infinite Power* for up to a four-player game.

To learn to play *Marvel Villainous*, you can check out *Watch It Played!*'s *Marvel Villainous* tutorial on YouTube.

### THERE'S NOTHING SADDER THAN A BROKEN SUPERHERO... AND BY SADDER, I MEAN MORE DELIGHTFUL

Madame Masque leads the Maggia, an organized crime syndicate controlled by the Nefaria family. Her mover showcases her iconic golden mask and utility belt as well as a pair of blasters. To win, she must vanquish eight Heroes to settle her vendetta.

Madame Masque always goes first. As a Maggia Boss and a hired assassin, Madame Masque must decide whether the Heroes she vanquishes will count towards her vendetta or a contract. While she needs to vanquish eight Heroes for her vendetta to win, fulfilling Contracts is one of only two ways she can earn power.

In this game, Villains can usually only take a Vanquish action against a Hero already in their Domain. However, Madame Masque has a powerful tool in her Villain deck. **Line of Sight** allows her to gain a Vanquish action and target any Hero in any Domain other than her own.

This Villain has plenty of Fate cards that can be a stumbling block towards progress. For example, Madame Masque cannot win the game while **Tony Stark**, **Iron Man** is in her Domain, as her love-hate relationship with this Avenger distracts her. This Hero also gains 5 Strength while in her Domain, making this card a powerful tool in her opponents' arsenal.

### ADD TO MY TO-DO LIST: VIOLENTLY ELIMINATE ALL HOSTILE CO-WORKERS

M.O.D.O.K. is the Mobile Organism Designed Only for Killing. His mover highlights his giant cranium and the Doomsday Chair! To win, M.O.D.O.K. needs to activate the Cosmic Cube while maintaining the loyalty of power-hungry think tank Advanced Idea Mechanics — also known as A.I.M. Gaining A.I.M.'s loyalty is straightforward — the more A.I.M. Allies M.O.D.O.K. has in play, the more Loyalty he stands to gain. However, he'll sometimes need them to vanquish Heroes from his Domain, regaining blocked actions but losing A.I.M. loyalty as he discards those Allies from play.

To help M.O.D.O.K. maintain loyalty, he has cards at his disposal that allow him to get rid of pesky Heroes without enlisting



his Allies' help. **Psionic Blast** targets any Hero in his Domain and reduces their Strength to zero, while **Captured** allows him to move Heroes at zero Strength to this Specialty card, then shift them to a location in another Villain's Domain on his next turn.

While M.O.D.O.K. has plenty of ways to gain loyalty and add Strength to Allies, there are powerful cards in the Fate deck he'll need to look out for. **Hulk, Avenger** is a huge threat for M.O.D.O.K. as he reduces a Villain's actions much more than usual — and he'll need to be defeated twice in order to be completely discarded.

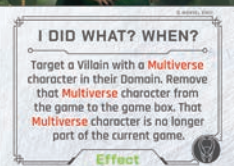
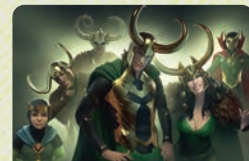
### FIRE AND CHAOS ARE COMING, AND I AM THE LORD OF CHAOS

One of the most popular Marvel Villains, Loki's antics are well-loved and well-known. Sculptors included his cape, iconic horned helmet, and coveted scepter as part of his mover.

To win, Loki must gain and spend 10 Mischief. The God of Mischief has unique Multiverse cards in his Villain deck, representing Loki's manifestations in multiple timelines. These Multiverse cards are played to opponents' Domains, providing Mischief for Loki and a benefit for the Villain whose Domain they are in. Loki can also use The Ten Realms, a Specialty card, to take a turn in another Villain's Domain — something never seen before in the Villainous line.

While Loki is a fearsome foe, he'll need to watch out for powerful twists of fate. **I Did What? When?** removes a Multiverse character from the game. This is one of the only ways to remove a Multiverse card from play. When used effectively, Loki's opponents may stop this trickster in his tracks!

*Marvel Villainous: Mischief & Malice* is coming soon to your friendly local game store!







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# WHIRLING WITCHCRAFT



## WHIRLING WITCHCRAFT

**AEG 7097 ..... \$39.99 | Available August 2021!**

*Whirling Witchcraft* is an upcoming game published by AEG where you play as rival witches trying to overflow your neighbor with magical ingredients. Each round, all players simultaneously choose a card to play, use their cards to clear their board of cubes, pass cauldrons filled with cubes to their opponent, and claim victory by outwitting and overwhelming their rivals. I'm Neil Kimball, the developer for the game, and I want to talk through a few of my favorite parts of *Whirling Witchcraft*.

When I started working on this game from brilliant designer Erik Anderson Sundén, he made it clear that *Whirling Witchcraft* centers around a single decision each round: which card will you play? With only four cards in hand, that could seem like too simple of a decision. If you look a little deeper, however, you will find all the layers and nuance we worked hard to add so that single decision is as fun and compelling as possible.

At the most basic level when playing a card, you care about what ingredient cubes it can remove from your own player board. If you ever overflow with one type of ingredient, the excess cubes get passed back to the player on your left as points. Keeping your board tidy to avoid opponents scoring gives a wonderful feeling of pressure from the very first turn.

Next you might consider what ingredient cubes your card will be passing. You aren't just surviving the onslaught from the player to your left, you're also trying to overflow the player to your right! When selecting a card, you need to think about both protecting yourself *and* attacking another player. And beyond that, consider how you want to attack your opponent. Do you keep sending a tide of toads to overwhelm them, or try a risky switch to mandrake roots they might not be expecting?



While we're on the subject of sending cubes to your opponents, let's take a moment to mention the amazing punchboard cauldrons in the game. Artist Weberson Santiago and graphic designer Luis Francisco did an incredible job on every aspect of *Whirling Witchcraft*, but really outdid themselves with these cauldrons. They look fantastic and help players easily pass tons of cubes around the table without any worries of them falling and bouncing under the sofa. Beautiful and practical!

But back to choosing a card! The next thing you might consider are the arcana symbols on the card. Every time you collect an even number of an arcana, you get a one-time bonus that can really foil an opponent's plans. Maybe it's wise to take a card with less powerful ingredients if it gives you the arcana you need for an even bigger play. I love the mix of short-term and long-term planning the arcana provide.

For most of your long-term strategy, look to your personality card. Not only do they have wonderful character art from Weberson, but also the personality card you choose at the beginning of the game provides a unique ability and starting ingredients. It was so much fun working with Erik to find the wackiest and coolest abilities. Will you be the Frog Whisperer and try to fill your

board with the cute amphibians? Or perhaps risk being the Daredevil and choose your card at random for a bonus?

One final influence on your card choice each round is the way cards move around the table. The remaining cards in your hand will get passed to the opponent on your left: the person trying to overflow you! It's a bit of an advanced strategy, but occasionally you can pick a card for yourself just to make sure that opponent can't have it. In *Whirling Witchcraft* everything whirls around the table: cauldrons, cubes, and cards!

Packing all these layers into the single decision of which card to play each round was an excellent challenge. There is enough nuance to the decision making that an expert player has an advantage, but enough randomness and simplicity that a new player always has a good shot to win. And while an individual game of *Whirling Witchcraft* might be quick, it's hard to play just a single game. When the dust settles and a winner is declared, the most common question I hear is, "can we play just one more game?"

Thank you for reading and make sure to check out *Whirling Witchcraft*, coming soon to a game store near you!

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# BUILD YOUR TOWN!



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# OAK & IRON

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# TOTAL IMMERSION GAMING

## LINKING *OAK & IRON* WITH *BLOOD & PLUNDER*

FIRELOCK GAMES

by Mitch Reed

**R**arely can two unique games be tied together as seamlessly as *Oak & Iron* and *Blood & Plunder* from **Firelock Games**. Since the two games cover the same historical period with many of the same nationalities and characters it enables players to create massive linked campaigns that can cover years of warfare in the early colonial Americas. A lot of this linkage is because the same development team created both games and ensured that each game stayed true to a very detailed historical environment.

The first nations who were able to explore the “new world” were the major sea powers of Europe, which needed strong fleets to reach across the oceans in order to transport goods back to Europe. As competition increased these nautical nations needed to be able to both protect their merchant shipping as well as to destroy the shipping of their rivals.

This environment is replicated magnificently in the game *Oak & Iron*, which portrays ship on ship combat and control the sea lanes to the new world. Securing the sea lanes is a major factor during this historical period, however ships needed ports in the new world in which to collect goods from the land and load them onto the ships heading back to their home nations. The best way to simulate the land combat aspect of the period is to use the game *Blood & Plunder* to portray the fighting over who controlled territory of the new world.

For players to combine both games they will need to create a campaign map that covers the Atlantic Ocean and Caribbean Sea along with all of the land masses that these two bodies of water touch. Then you will need to do some research and divide up the map into sea and land zones. Depending how expansive you want your campaign to be will dictate how large or small these zones are. The next step is to determine how many victory points each zone will give to the faction that controls it each “turn” of your campaign. You can also decide at the start of the game who controls each territory on the map and for



zones yet explored you can show that it is controlled by native forces, a faction that is in *Blood & Plunder* but not *Oak & Iron*.

Once this overhead work is done then the fun starts and I suggest splitting up your group into the different factions you want to play in the campaign. Players can then build fleets and ground forces at a set point level (I recommend 50 points for each to start with). Each team then plans out its move secretly on a copy of the map that you created for the campaign. After each team submits its move you can move the land and sea forces into that zone and if two players move into the same zone they fight a battle to see who will control it at the end of a turn. If a player moves into an unoccupied zone they will end up controlling it without a fight. Once each player has moved and the battles have all been resolved each team counts up the victory points for the areas they control and then plan for another turn.

The scope and span of each of these games gives you some interesting scenarios to play during the campaign. Perhaps the most fun is how the three different types of missions in *Blood & Plunder* can be utilized in the campaign. Once a player controls a sea zone next to an enemy port by playing *Oak & Iron*, they can then play a *Blood & Plunder* sea or amphibious battle during the next turn to see who will end up capturing the port.

Players are also free to add rules to the campaign in order to make it even more realistic or to increase the challenge. What I am most looking forward to, is seeing how the characters that are in both games can progress through a long campaign.

While many individual games have been linked in the past to provide a singular gaming experience, none work as well as combining *Blood & Plunder* and *Oak & Iron* into a single campaign that decides the fate of the new world.







By Kelly Pawlik

# Southlands

## PLAYER'S GUIDE

KOBOLD Press

### MYSTERY AND ADVENTURE AWAIT IN THE SOUTHLANDS

SOUTHLANDS: PLAYER'S GUIDE (5E)

PZO KOB9078 ..... \$19.99 | Available September 2021!

#### CREATE CHARACTERS WITH (SUB)CLASS

To further facilitate play in the region, the *Southlands Player's*

The yipping overlords at Kobold Press will soon unleash the *Southlands Player's Guide*, a companion volume to the *Southlands Worldbook* for the 5th Edition of the world's most well-known roleplaying game. While the *Worldbook* provides a comprehensive look at the southern regions of the Midgard campaign setting and gives GMs a valuable resource for creating pulp dark fantasy adventures under the pitiless sun, the *Southlands Player's Guide* is brimming with races, backgrounds, subclasses, feats, spells, and equipment that allow players in a Southlands campaign to hit the ground running and fully immersed in the setting. It also provides player-facing information on the most prominent power groups on the continent. The *Southlands Player's Guide* may well mean the difference between skulking victorious from the necropolis of the Ghul King and wandering lost for all time in the most desolate of deserts.



*Guide* is stuffed with subclasses for most of the game's classes. The Havoc Runner turns the fighter into a skirmishing scoundrel who can determine the value of goods at a glance and whose presence improves the survivability (and profitability) of their entire adventuring party. Tunnel Fighters are the martial masters of dungeons and tombs, which the Southlands features in spades. Players who want a fighter that's a little closer to nature would do well to check out the Holy Trampler, who has been granted magical power by its patron titan.

Fighter isn't the only class that gets some love. Paladins who follow the Oath of the Chosen are empowered by the sun god Aten and the River Kingdom of Nuria Natal itself. Snake Speaker rangers have a natural affinity for serpents, and Jungle Wardens are the unequalled masters of that lush but deadly terrain. Servants of Nakresh are rogues who venerate the many-handed god of trickery and greed. In keeping with their devotion,

they are well-suited to surviving the most rigorous dungeons and exiting them with a pack full of treasure.

#### RACES OF DISTINCTION

The *Southlands Player's Guide* opens up with an array of races unique to the south of Midgard. The Ramag are survivors of a disaster that left their society in disarray but steeped them in primal magic. If something a little different strikes your fancy, the subek are a race of kind and peaceable crocodilian humanoids — until the flood season arrives and they are overtaken by a mind-numbing frenzy. Catfolk officially arrive in Midgard in the form of the Basteti, a race beloved of Bastet, the sensuous goddess of the hunt.

Several races that have been presented previously are given a more fulsome treatment in the *Player's Guide*. The proud nkosi are prone to a superiority complex and compete relentlessly to improve their social standing, even among non-nkosi. Jinnborn claim they are the first mortals to be granted life by the gods and revel in their affinity to the elements. The Tosculi hive-folk are expansionist insectoids and offer an opportunity to play a creature with truly alien thought processes and motivations.

Players who prefer the standard 5th Edition races are covered as well, with full descriptions and naming conventions for a wide variety of regional ethnicities. All the races presented provide enough material to make informed decisions about who a character is and how they fit in without requiring a massive time commitment.



#### AND THAT'S NOT ALL

Everything I've talked about so far is really just the tip of the god-emperor's pyramid as far as explaining how the *Southlands Player's Guide* is a must-have book. I didn't even get into any of the wizard traditions like the Scribe of Thoth-Hermes or new spells. Before I go though, let me talk about one of my favorite things in the book: the table of weapon equivalents. This table simply takes some of the standard weapons from the 5th Edition system and provides the name for that weapon in the Southlands. How much more verisimilitude can you get than describing how your subek paladin who follows the Oath of the Chosen lays the enemies of the River Kingdom low with her ngulu? Not much I'd wager. See you in the Southlands!

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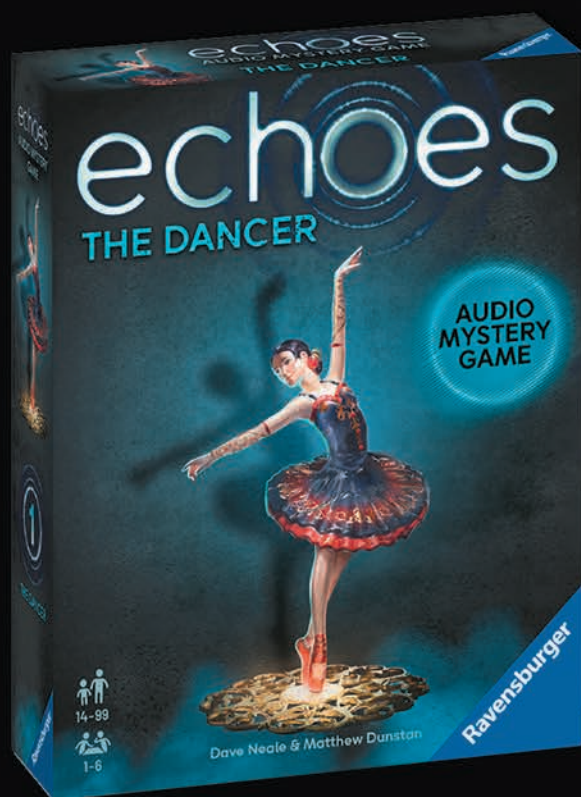
*Kelly Pawlik's obsession with roleplaying games began in 2012 but her geek cred was established long before. In addition to writing for Kobold Press, she is the co-owner of Dire Rugrat Publishing and the mother of the three direst rugrats. She can match a Taylor Swift song to any game session.*

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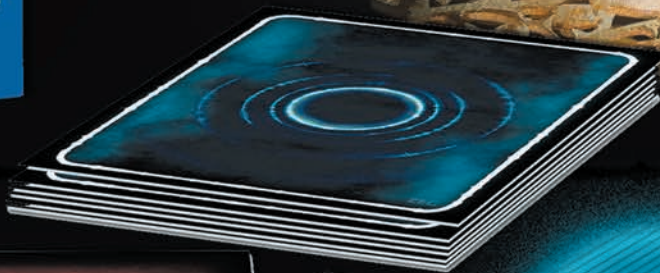


# echoes

AN AUDIO  
MYSTERY GAME



Solve a mystery using  
spine-tingling sounds  
and haunting illustrations  
in this immersive new  
audio mystery game.



Download the  
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and iOS\*

[ravensburger.com](https://www.ravensburger.com)

\*Minimum device requirements: iPhone 6s with iOS 12.0 / Android 7.0. Compatible with Google Play services for AR. Device compatibility check available in the echoes app.

Ravensburger





BRYAN SYME

### Ramag Traits

Your ramag character has certain characteristics in common with all other ramag.

**Ability Score Increase.** Your Intelligence score increases by 2, and your Dexterity score increases by 1.

**Age.** Ramag reach maturity at 15 years and can live to 90.

**Size.** Despite their overlong limbs, ramag stand between 5 and 6 feet tall. Your size is Medium.

**Alignment.** Ramag tend toward lawfulness, since their survival depends on adhering to their laws and customs.

**Speed.** Your base walking speed is 30 feet.

**Arcane Heritage.** You can ignore class requirements when attuning to a magic item.

**Mystical Understanding.** You have proficiency in the Arcana skill.

**Spell Damping.** You have advantage on Strength and Dexterity saving throws against spells.

**Languages.** You can speak, read, and write Common and Giant.

## SUBEK

The kindly, scholarly subek come from a river-based culture, known for advising others and lending their physical and intellectual prowess to local projects. During flood season, however, the subek become violent and territorial. Subek adventurers often wish to break away from the ebb and flow of the river and discover in the process some control over their destructive nature.

Subek dwell along the banks of the major rivers in warm climates. In the Southlands, the river Nuria shelters several communities of subek, as do the Selwheyha and the Amaja.

### Subek Names

Subek adopt names similar to other races in whatever region they dwell.

### Subek Traits

Your subek character has certain characteristics in common with all other subek.

**Ability Score Increase.** Your Constitution score increases by 2, and you choose one of the following to increase by 1: Strength, Intelligence, or Wisdom.



BRYAN SYME





**Age.** Subek age at roughly the same rate as humans but mature faster, reaching adulthood around the age of 10. They can live up to 300 years.

**Alignment.** Subek possess a wide range of alignment, just as humans do. The ties to the natural pattern of their river homes tend to push many subek toward lawful or neutral alignments. Their Flood Fever (see below) has an impact on this.

**Size.** Adult males can reach a height of 8 1/2 feet with females averaging 5 inches shorter. Your size is Medium.

**Speed.** Your base walking speed is 30 feet and your swim speed is 30 feet.

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

**Natural Weapons.** Your powerful bite and sharp claws are natural weapons that you can use to make unarmed strikes. If you hit with them, your bite deals 1d8 + your Strength modifier piercing damage and your claws deal

1d6 + Strength modifier slashing damage.

**Hold Breath.** Accustomed to your watery home, you can hold your breath for up to 15 minutes.

**Flood Fever.** Choose three consecutive months out of the year to reflect the flood season of your river birthplace. During this time, you lose the benefits of your Scholars trait (see below). When a creature deals damage to you, every attack you make and harmful spell you cast must include that creature as a target, until you drop to 0 hit points, your target falls to 0 hit points, or you are unable to make an attack against it for 1 minute. Once per turn when you hit your target with an attack, you deal an additional 1d6 damage.

**Scholars.** When it is not flood season, you have advantage on Intelligence (History) and Intelligence (Investigation) checks.

**Languages.** You can speak, read, and write Southern Trade Tongue as well as a second language of your choice.

## TROLLKIN

Descended from fey, immortal, and other monstrous races, trollkin are seldom welcome among the civilized races, even when the full extent of their inhuman ancestry is difficult to determine. As a result, most trollkin live in isolated septs or tribal settlements and subsist on hunting and raiding.

### Physical Description

Most trollkin resemble hulking, brutish humanoids with thick green skin. Their inhuman lineage shows itself in a wide variety of forms. As an option, you can choose one (or more) of the following physical oddities for your trollkin character or create one of your own.

- Long arms
- Upper or Lower Jaw tusks
- Horns
- Triple jointed fingers
- Hooves or scales
- Too many or too few fingers
- Head tentacles instead of hair
- Patterned fur
- Strangely colored eyes

### Trollkin Traits

Your trollkin character has the following racial traits.

**Ability Score Increase.** Your Constitution score increases by 2.

**Age.** Trollkin reach maturity by the age of 15 and live up to 60 years.



# Bequest

WIZKIDS

## BEQUEST

WZK 87547 ..... \$49.99 | Available August 2021!

*I, Dr. Schism, being of sinister mind and not-bad body, leave one bequest to my underlings — the gift of petty conflict!*

In *Bequest*, the renowned supervillain Dr. Schism has departed this earth, leaving behind a vast fortune and strict instructions for his minions: they must fight and scheme amongst themselves to prove who is the true heir to his legacy!

*Bequest* features clever drafting gameplay with a creative spin on classic “I Cut, You Choose” mechanics. Over five rounds, players will divide up Assets with the players on both sides of them, and then draft Special cards from the center of the table, which have unique benefits to whoever claims them. Players will expand their share of Dr. Schism’s empire in a variety of ways as they play, and at the end of the game, the player with the largest take wins!

### GAMEPLAY SUMMARY

A typical round in *Bequest* plays out like this: Rounds begin with Phase 1, also called the Split & Choose phase, and start with each player drawing 5 Asset cards from that round into their hand. Players secretly look at their cards, and decide how they want to split them for one of their neighbors. They place these cards in two separate piles on a “Splitter Board,” which is placed between each pair of neighboring players and features an ‘A’ slot and a ‘B’ slot.

Next, players will choose from the cards split by their other neighbor, secretly placing either an “A” or “B” Decision Token facedown on the Splitter Board to lock in their choice.

When all players have placed their Decision tokens they simultaneously reveal their choices and then take the corresponding group of cards from that neighbor, as well as the group of cards that their other neighbor did *not* choose. Both sets of cards are placed faceup in front of the player, sorted by type so that everyone can see their growing collections. This is referred to as their display.

Card types provide a variety of scoring methods and benefits, and whoever figures out best how to value their options (and how their neighbors will value them), will have the greatest claim to Dr. Schism’s empire. They include his secret hideouts, his supply of gadgets, his global influence, and his vast stores of treasure. Each type converts to a monetary value, which works as the game’s victory points. There is even evidence of his misdeeds, which players can tempt their neighbors to take by pairing with valuable cards. If a player ends up with too much evidence, though, they can end up losing a huge portion of their ill-gotten gains!

Each round, the direction flips, keeping you and your opponents on their toes.

Next comes Phase 2: the Special Card Draft. A number of Special cards depending on the number of players are revealed at the beginning of the round. This could be anything from extra-powerful versions of standard cards, to connections to reliable Lackeys, to blueprints for Dr. Schism’s nefarious schemes! Players will claim special numbered Key cards during the Split & Choose phase, to get a spot in the draft order matching that number. After selecting the card they want from the Game board, they discard the Key and add the new card to their display, or call on the Lackey for a powerful single-use effect!

After the Special Card Draft is complete, the round ends. The round tracker is flipped to its opposite side, indicating that players will now draft cards in the opposite direction, and advanced to the next monitor spot on the board, under the next round’s deck of cards. This begins the next round. If it is the end of Round 5, players will instead proceed to scoring, using the provided scorepad. Scores are calculated, and the player with the most Money wins!



### CHARACTERS

In the game’s advanced mode, players will also choose one of 6 thematic villains to join the squabble for Dr. Schism’s fortune. Each villain has a different, uniquely devious ability that changes the rules of the game:



**Brainstorm** allows you to ignore all negative points from Evidence cards, as long as you have 5 or more.

**Professor Emerald** counts as one extra Treasure card during scoring.

**Buffler** Collects the Key cards the player uses for the special drafts, earning \$2 per Key at the end of the game.

**Auctioneer** **Buccaneer** doubles the value of each of that player’s Hideout cards.

**Master Mime** counts as a copy of any 1 Gadget card during scoring, potentially setting up huge multipliers.

**The Geminoids** Earn an extra \$3 for each pair of Eastern and Western Hemisphere Influence Special cards.

*Bequest* features phenomenal illustrations from Fiona Yap of Dr. Schism’s estate and assets, as well as a colorful cast of Villains vying to take their place as his heir and will be available this October!

...



## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

### GAME TRADE MAGAZINE #260

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 260 ..... \$3.99

## AAW GAMES



### RISE OF THE DROW: COLLECTORS EDITION PAWN SET

This huge set contains nearly 200 pawns with full-color, beautifully depicted artwork of all the unique creatures & characters within *Rise of the Drow: Collectors Edition*. Of course, the pawns can be used again and again for all your own adventures and campaigns. Need a siege slug manned by svirfneblins? Got it! Maybe one of the towering crystalline entities known as the vidre? This will intimidate the adventurers! How about some drow scouts and drow riding dinosaurs? Those who confront the drow rarely live to speak about it! Place these impressively depicted enemies out on the battlefield and watch your players squirm in their seats. Scheduled to ship in August 2021.

AAW ROTDPAWNS ..... \$59.99

### RISE OF THE DROW: UNDERWORLD ENCOUNTERS DECK

Over 120 unique roleplaying and combat encounters to pepper your *Rise of the Drow* campaign with some serious Underworld flavor! These beautifully dark cards detail encounters around Embla, Holoth, the Fungi Forest, and other unique and exciting locations of the Underworld. Pick up your deck of cards now and bring the Underworld to life! Scheduled to ship in August 2021.

AAW ROTDUE ..... \$19.99

## ARCHONA GAMES



### MAGNA ROMA

Build the greatest Roman city and bring glory to Rome in this innovative tile placement, city builder board game for 1-4 players! Scheduled to ship in August 2021.

ARQ 100 ..... \$59.00



### MAGNA ROMA: DELUXE

Build the greatest Roman city and bring glory to Rome in this innovative tile placement, city builder board game for 1-4 players! The deluxe version features 12 beautiful Monument miniatures for enhanced game experience! Scheduled to ship in August 2021.

ARQ 101 ..... \$79.00



### MAGNA ROMA: DOMINUS

Expansion for *Magna Roma* featuring a different Military module, Portus module and wooden meeple armies. Scheduled to ship in August 2021.

ARQ 103 ..... \$35.00

### MAGNA ROMA: METAL COINS

Metal Coin set for *Magna Roma*. Scheduled to ship in August 2021.

ARQ 104 ..... \$18.00



## ARES GAMES



### LAST FRIDAY REVISED EDITION

*Last Friday Revised Edition* is the updated and revised version of our hidden movement, hunting, and deduction board game, inspired by the popular 'slasher' horror movie genre. Subtle but important changes to the rules enhance the game balance, giving to the Maniac more opportunities than ever to spread terror in Camp Apache! *Last Friday Revised Edition* is a game for 2 to 6 players, divided into four chapters full of horror and suspense (Arrival at the Camp, The Chase, The Massacre, and The Final Chapter), with a playing time of 30 to 45 minutes per chapter, which you can play individually or together in a long night of terror! Scheduled to ship in September 2021.

AGS ARTG021 ..... \$49.90



### SWORD & SORCERY: ANCIENT CHRONICLES CHALLENGE SET

*Ancient Chronicles Challenge Set* includes variants of all rank-and-file Enemies featured in the *Sword & Sorcery Ancient Chronicles Core Set*, for a total of 16 new creatures, complete with miniatures, enemy scrolls, and enemy cards. This expansion may be integrated into any *Ancient Chronicles* Quest to modify the challenge, by either replacing enemies with their "variant" rank or adding these new enemies to customize Quests. Scheduled to ship in September 2021.

AGS GRPR208 ..... \$29.90



### SWORD & SORCERY: ANCIENT CHRONICLES NEMESSES

*Sword & Sorcery - Ancient Chronicles Nemeses* expansion includes new unique Enemies, each of them the Nemesis matching the class of one of the Heroes of the *Sword & Sorcery Ancient Chronicles Core Set*; and a new special Enemy, the White Tiger, which they can summon to fight at their side. The included rule sheet provides you with several ways to integrate these new foes into a *Sword & Sorcery* Quest. Also included in this expansion there are ten Bond cards: use them to forge a special connection between two Heroes, to create a friendship — or love — stronger than death! Scheduled to ship in September 2021.

AGS GRPR215 ..... \$19.90





IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

THE ARMY PAINTER

GAMEMASTER

Scheduled to ship in September 2021.



DESERT & ARID WASTES  
TERRAIN KIT

TAP GM4001 .....\$45.00



RUINS & CLIFFS TERRAIN KIT

TAP GM4004 .....\$45.00



SNOW & TUNDRA TERRAIN KIT

TAP GM4002 .....\$45.00



TERRAIN BRUSH KIT

TAP GM4006 .....\$29.99



WILDERNESS & WOODLANDS  
TERRAIN KIT

TAP GM4003 .....\$45.00



FEATURED ITEM



WARPAINTS: SKIN TONES PAINT SET

Scheduled to ship in September 2021.

TAP WP8909 .....\$57.50

BANDAI CO.



FEATURED ITEM



DIGIMON TCG: CLASSIC COLLECTION BOOSTER  
DISPLAY (24) (EX-01)

The *Digimon Card Game Classic Collection* is a booster set featuring brand new card text with classic Digital Monster artwork! Whether you're a new Digimon fan or grew up with the original Digital Monsters in the 90s, you'll love the classic and iconic illustrations! *Classic Collection* cards are fully playable in the latest meta, supporting older archetypes like BT3 Imperial Dramon, and generic cards for each color! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2594416.....PI

BURNT ISLAND GAMES

MIND MGMT -  
THE PSYCHIC ESPIONAGE GAME

*MIND MGMT* is a one versus many, hidden movement game in which the *MIND MGMT* player races around Zanzibar in an attempt to collect enough new recruits to win. Watch out! If the rogue agents deduce and pinpoint the exact location of *MIND MGMT*, they win! Scheduled to ship in September 2021.

BTI OTPG001 .....\$50.00



CAPSTONE GAMES



IMPERIAL STEAM

The Industrial Age is starting to boom. You are in need of more workers for your factories, and you also need more workers to build railroad tracks to expand your railway network. This, in turn, will enable you to deliver the goods from your factories to cities with high demand. But do not forget to earmark goods for fulfilling profitable public contracts, because when the connection to Trieste is made, your net worth is all that matters. *Imperial Steam* is a highly strategic yet accessible economic and logistics game that sees you making difficult decisions as you manage your business operations while navigating fierce competition to ensure your victory! Scheduled to ship in October 2021.

CSG IS101 .....\$69.95

SPOTLIGHT ON



LUX AETERNA

Mayday! Mayday! Can anybody hear me? Please answer! I am caught in the gravitational pull of a black hole. Can you hear me...please? This is the *Lux Aeterna* spaceship! Mayday Mayday! I transmit my coordinates. We were on course past NGC 1277 when a meteor hit. There was a bang... all systems are red. We are falling. We are falling towards the event horizon! Can anybody help me? Can you hear me? Your challenge in *Lux Aeterna* is to draw and play all of the cards in the main deck, one turn after another, without the spaceship collapsing completely or falling into the black hole. Scheduled to ship in October 2021.

CSG LUX101 .....\$19.99

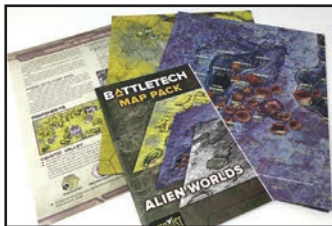


SPOTLIGHT ON



LEGENDS

BattleTech: Legends depicts fifty-two of the universe's most famous — and infamous — MechWarriors and their 'Mechs from every era of BattleTech including the upcoming iClan era. Each entry includes gorgeous full-color portraits of the character and camo specs for their machines, and delves into their battle history as a MechWarrior to reveal all-new details never before published. Finally, each era section kicks off with all-new fiction by some of BattleTech's own legendary authors! Scheduled to ship in August 2021.  
CAT 35701..... \$49.99



MAP PACK - ALIEN WORLDS

Scheduled to ship in October 2021.  
CAT 35153..... \$24.99



MAP PACK - DESERTS

Scheduled to ship in August 2021.  
CAT 35154..... \$29.99

MINIATURE FORCE PACK

Scheduled to ship in August 2021.



CLAN FIRE STAR

CAT 35724..... \$24.99



INNER SPHERE DIRECT FIRE LANCE  
CAT 35725..... \$19.99

MINIATURE FORCE PACK

Scheduled to ship in September 2021.



CLAN SUPPORT STAR

CAT 35726..... \$24.99



INNER SPHERE HEAVY LANCE

CAT 35727..... \$19.99

MINIATURE FORCE PACK

Scheduled to ship in October 2021.



HEAVY BATTLE STAR

CAT 35728..... \$24.99



INNER SPHERE STRIKER LANCE

CAT 35729..... \$19.99

# RIFTFORCE

210 combinations  
10 guilds

Draft your asymmetrical alliance and duel your opponent in this highly strategic game of competing synergies!

The Rifts changed our world! What once seemed lifeless began to rise and awake...

Lead an alliance of unique guilds each controlling powerful elementals. Gain Riftforce by destroying your opponent's elementals or controlling the locations along the Rift and rise to eternal power!

5, 6, 6, 7, 7, 7

2, 10+, 30'

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SKU: FB4210 - MSRP \$29.95





## CUBICLE 7



### WARHAMMER AGE OF SIGMAR - SOULBOUND RPG: BESTIARY

The Mortal Realms are besieged. Packs of savage beasts stalk the wilderness. Parades of disquiet dead stirred by baleful magics haunt the nights, enacting terrible vengeance upon the living. Hordes of Orruks, Grots, and Gargants rampage unchecked, driven by little more than destruction and despoilment for their own amusement. And the innumerable servants of the Ruinous Powers that once brought about the end of the world take root wherever mortals tread. The realms are rocked by never-ending conflict and nowhere is truly safe... Scheduled to ship in September 2021.

CB7 2519 .....\$44.99

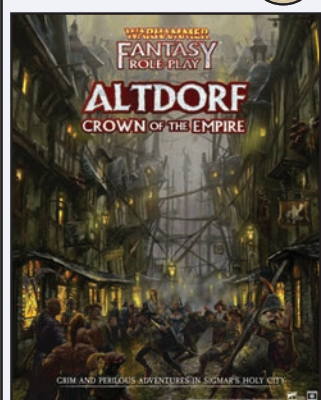


### WARHAMMER 40K WRATH & GLORY LITANIES OF THE LOST

Bathed in the corrupt light of the Great Rift, the Gilead System is rife with peril. Vile xenos assail humanity from all sides, internecine strife between the factions of the Imperium threaten a catastrophic civil war, and daemonic entities penetrate reality from Cicatrix Maledictum. Discover devious plots and unravel murderous mysteries amongst feuding faiths on the agri world of Ostia. Investigate tech heresy, mechanical misdeeds, and arcane rituals amongst the manufactura of the forget world Avachrus. Protect the holy shrine world of Enoch from enemies without, and traitors within. Scheduled to ship in September 2021.

CB7 2605 .....\$39.99

## SPOTLIGHT ON



### WARHAMMER FANTASY RPG: ALTDORF - CROWN OF THE EMPIRE

*Altdorf: Crown of the Empire* is a fascinating and entertaining 224-page guidebook to the capital. Standing on the confluence of two of the greatest rivers in the Empire, Altdorf is a nexus of power: government, religion, magic, and military. Each district is carefully detailed with a wide variety of locations, plot hooks and NPCs. A beautifully illustrated map, provided with both GM and Player versions, shows off the expansive city in exquisite detail. *Altdorf: Crown of the Empire* is extensively researched; combining details derived from over 30 years, including stories, sourcebooks, and roleplaying scenarios, with new material to create the ultimate sourcebook for thrilling adventures in the capital. Scheduled to ship in September 2021.

CB7 2423 .....\$49.99

## DAILY MAGIC GAMES



### SHADOW KINGDOMS OF VALERIA

*Shadow Kingdoms of Valeria* is a dice-drafting worker placement game where each dice you take from the game board directly effects the action you take. Build up the right combination of colored dice and send them to battle - their strength will determine the amount of victory points you gain. Victory is assured! Buy unique monster cards to build a war machine to demolish your adversaries. When you win a battle, mark it on your campaign board to unlock new abilities on your player board and gain bonuses! Scheduled to ship in July 2021.

DMG SHK001 .....\$60.00



### SHADOW KINGDOMS OF VALERIA: RISE OF TITANS EXPANSION

*Shadow Kingdoms of Valeria: Rise of Titans* adds 4 exciting modules to add to the base game. Add 1, all, or mix and match your favorites. The modules give you access to Great Battles where all players share in the victory, Wraith dice, epic Ancient Spell cards, and the Shrine of the Titans. Finally, after all of these years of bloody clashes and sacrifice, you will have the upper hand in vanquishing the oppressors of Valeria! Scheduled to ship in July 2021.

DMG SHK002 .....\$20.00

## DEVIR AMERICAS

### LUNA CAPITAL

*Luna Capital* is a game about building the best cities on the moon. Players must construct the best cities with the best materials provided to distinguish itself as the best colony on the moon. Scheduled to ship in September 2021.

DVR BGLUNAML .....\$39.99



## DIETZ FOUNDATION



### COLOR THE CTHULHU BOOK

A Cthulhu Coloring Book, 52 pages, done by artist Jacob Walker.

DTZ 1920 .....\$12.00

## DOLPHIN HAT GAMES



### GIMME THAT!

Dolphin Hat Games is bringing a little potato counting madness to your party this year *Gimme That!* is a simple fun and crazy dice party game. Be the first to count to 100 potatoes but watch out, other players are counting too and there's only one pencil! Players yell 'Gimme That!' and steal the big pencil when it's their turn to count. Big action Mashed Potatoes, High Frys, and Spud Bumps add interactive hilarity to every roll of the die. Scheduled to ship in September 2021.

DHG GTG .....\$9.99



### SODA POP POP!

A party card game that is sweet to learn, a gas to play, and shows that everyone is full of more than just bubbles! Hold a card to your head and ask every other player 'Does it POP?'. Collect 3 Soda pops of the same variety before exploding to win this family friendly game. Scheduled to ship in September 2021.

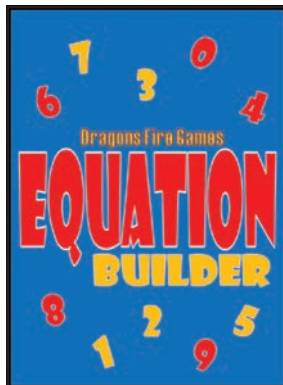
DHG SPP .....\$9.99



## DRAGONS FIRE GAMES

### EQUATION BUILDER

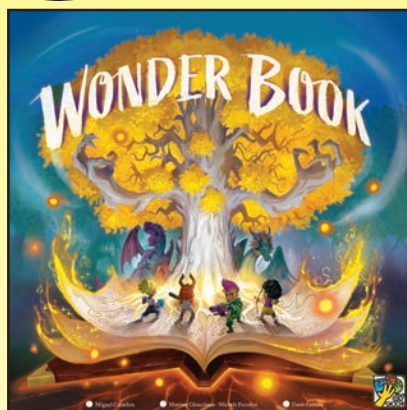
*Equation Builder* was originally created to assist our five year old, who was struggling with mathematical concepts. It began as a pen and paper game and evolved into what it is today. It has successfully aided in teaching our children the basics of math while continually challenging their current skills. Educators, we want you to know this game is more than just a bunch of flash cards! It has been thoroughly tested and designed with education in mind. When you integrate this game into your teaching plans your students will be learning higher order thinking skills by putting together their own equations repeatedly. Scheduled to ship in August 2021. DFG 310.....\$59.99



## DV GIOCHI



## FEATURED ITEM



### WONDER BOOK

*Wonder Book* is a pop-up adventure board game for 1 to 4 players in which each player takes the role of a teenage kid in a group of adventurous friends. This is a cooperative game, where you all win or lose together as a team. Featuring finely sculpted miniatures that you will be able to paint yourself and a ton of full color paper engineered pop-up terrain. *Wonder Book* will hit all the right notes for you and your

family and invoke all those happy moments when colors, shapes, and 3 dimensions met your love of reading. Scheduled to ship in October, 2021. DVG 9042.....\$79.99

## FLYING FROG PRODUCTIONS

### FORBIDDEN FORTRESS

#### FEUDAL VILLAGE EXPANSION

Villages in feudal Japan are full of danger and adventure - this expansion takes the Town experience to a new level! Adding exciting new Types of Villages to find (such as an Enslaved Village, Outlaw Haven, or Trading Port), six all new Town Locations to visit (such as the Sacred Garden, Samurai Lord, Tea House, or Brotherhood Temple), a new expanded Travel Chart, and a deadly new Enemy group Feudal Bandits! For the first time, Heroes can play out Adventures in the Feudal Village, itself, using the new Village Adventure Board! Six new Missions let you protect the townsfolk while battling demons in the streets or fend off hordes of bandits that are trying to burn the village to the ground!

FFP 0714.....\$59.95



#### ODO KURO XXL ENEMY PACK

FFP 07DE09.....\$49.95



#### TAKOBAKE SAMURAI ENEMY PACK

FFP 07E28.....\$24.95



"This is one of the best of this genre."  
- Tom Vasel, Dice Tower

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Ages 14+

2-4 Players

30-45 min



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GAME STUDIOS

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GAMES

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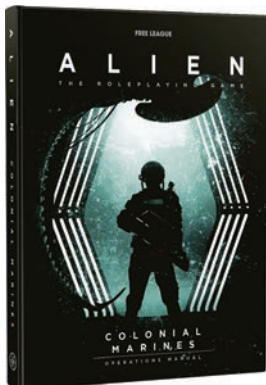
GTM

AUG  
2021

33



## FREE LEAGUE PUBLISHING



### ALIEN RPG: COLONIAL MARINES OPERATIONS MANUAL

*ALIEN RPG: Colonial Marines Operations Manual* is a complete campaign module for the award-winning official *ALIEN* roleplaying game, giving you all the tools you need to run a full open-world campaign as the iconic Colonial Marines. Scheduled to ship in August 2021.

FLF ALE015 .....\$44.99



### SYMBAROUm RPG: ADVENTURE COLLECTION

The *Symbaroum Adventure Collection* assembles the content of three previously published products, featuring six adventures that demonstrate what different kinds of stories that may play out in the game world forest expeditions, excavations of ancient ruins, political intrigues, even witch hunts and murder mysteries. So turn down the light, make the world around you disappear, and get ready to enter the wondrous world of *Symbaroum*. Scheduled to ship in August 2021.

FLF SYM029 .....\$39.99



### SYMBAROUm RPG: ALBERETOR - THE HAUNTED WASTE

*Alberetor* welcomes you with open arms, and extended claws! In the fifth episode of the *Chronicle of the Throne of Thorns* for the acclaimed *Symbaroum* RPG, you will find the epic adventure *The Haunted Waste* along with support for creating your own adventures in the lost lands of the south and in a war-torn Ambria. The people of the Davokar region are again threatened by war and famine, and this is before an even deadlier aggressor appears, shaded by the tall trees at the edge of the forest. Scheduled to ship in August 2021.

FLF SYM026 .....\$39.99

## GALE FORCE NINE



### DUNE: BETRAYAL

Are you loyal to the noble House Atreides or a secret agent for the treacherous House Harkonnen? Take on the identity of the iconic Characters from *Dune*. Use your actions, tactics, and cunning to discover who your enemies are. Defend your allies and attack your foes to secure your victory! Scheduled to ship in October 2021.

GF9 DUNE06 .....\$25.00



### DUNE BOARD GAME - FILM VERSION

Take part in one of the most famous science fiction stories of all time! Take control of one of the four great factions - House Atreides, House Harkonnen, the Fremen, and the Imperium. Vie to control the most valuable resource in the universe, melange, the mysterious spice only found at great cost on the planet Dune. Ship your forces to Dune, harvest spice, seize control of strongholds, and destroy your enemies. Scheduled to ship in September 2021.

GF9 DUNE05 .....\$50.00

## DUNGEONS & DRAGONS RPG: THE WILD BEYOND THE WITCHLIGHT

Scheduled to ship in September 2021.



### AGDON LONGSCARF & HAREGON BRIGANDS (3 FIGS)

GF9 71137 .....\$25.00

### DM SCREEN

GF9 73715 .....\$15.00

### MAP SET

GF9 72807 .....\$40.00

### WITCH QUEEN & IGGWILV (2 FIGS)

GF9 71136 .....\$20.00

## WORLD OF TANKS: MINIATURES GAME

Scheduled to ship in July 2021.



### AMERICAN M26 PERSHING

GF9 WOT24 .....\$12.00



### GERMAN TIGER

GF9 WOT23 .....\$12.00



### BRITISH COMET

GF9 WOT26 .....\$12.00



### SOVIET IS-2

GF9 WOT25 .....\$12.00

## WORLD OF TANKS: MINIATURES GAME

Scheduled to ship in October 2021.



### GERMAN PANTHER

GF9 WOT27 .....\$12.00

### BRITISH CHURCHILL VII

GF9 WOT30 .....\$12.00

### AMERICAN M4A1 76MM SHERMAN

GF9 WOT28 .....\$12.00

### SOVIET ISU-152

GF9 WOT29 .....\$12.00

## GOODMAN GAMES

### MUTANT CRAWL CLASSICS RPG SOFTCOVER

Triumph & Technology Won by Mutants & Magic. You're no zero. You're a wasteland wanderer: a mutant, a seeker, a robot-killer, a stoic shaman guarding forgotten ancient sciences. You seek triumph and technology, winning it with mutations and magic, soaked in the radiation and quantum fields of the mutated, the savage, the semi-sentient, and the artificially intelligent. There are treasures to be won in the taboo lands and ruins, and you shall have them. Scheduled to ship in October 2021.

GMG 6201 .....\$24.99





# SPOTLIGHT ON



## DUNGEON CRAWL CLASSICS: LANKHMAR - THE GREATEST THIEVES IN LANKHMAR

The Greatest Thieves in Lankhmar is a level 3 Dungeon Crawl Classics boxed set that sends characters into the hot cellars beneath Thieves House, across the sooty rooftops of the City of Sevenscore Thousand Smokes, and on to a mad dash through the palace of the Overlord. Featuring design leads Harley Stroh and Marc Bruner with cover art by Doug Kovacs, this boxed set comes with everything you need to run an epic adventure over several sessions, whether you run it as a tournament or as part of an ongoing campaign. Scheduled to ship in October 2021.

GMG 5225 .....\$59.99

## GRAND GAMERS GUILD



### HOLIDAY HIJINKS: THE INDEPENDENCE INCIDENT

The Independence Incident is the second game in Grand Gamers Guild's Holiday Hijinks escape room series. We've been tracking a group calling themselves the Culper Ring who believes there are elaborate clues in American historical sites leading to a great treasure. It's the 4th of July, and shenanigans are afoot in the City of Brotherly Love. It's up to you to figure out what happened and let freedom ring! Scheduled to ship in October 2021.

GGL HH02 .....\$9.99



### HOLIDAY HIJINKS: THE KRINGLE CAPER

Santa stumbles across a mystery on Christmas Eve and it will take all of your wits to solve it before he misses the last sleigh out of the North Pole! The Kringle Caper is a card-based escape room game in Grand Gamers Guild's Holiday Hijinks line, for one or more yuletide solvers of any age. As a team, you will solve a series of puzzles to unlock the solution to a mystery. Try to finish as quickly as possible for a high score! Scheduled to ship in October 2021.

GGL KC01 .....\$9.99



### MYTHALIX

Gods and Titans clash! Build your forces, control power from the land and battle opponents for supremacy. Take on the role of a powerful God stranded in a new and hostile world. Facing off against rival Gods, you must do battle by commanding armies and warriors, all with the purpose of becoming the first to claim the Elements of Fire, Wind, Earth, and Water and create the Mythalex. Scheduled to ship in October 2021.

GGL SGSM101US .....\$55.00

## HUB GAMES

### FARAWAY VALLEY

Faraway Valley is a worker placement game in which you must do everything you can to make sure your workers actually stay at the end of the game. Over the course of eight rounds, you need to explore the local forest by placing exploration tiles and by clearing space for strategically placed buildings and housing as you strive to meet the requirements of your villagers. Victory points are earned through meeting villager requirements, constructing buildings, planting trees, collecting fruit and gaining in-game achievements. The player with the most VPs at the end of the game wins, having created the best new village in Faraway Valley. Scheduled to ship in October 2021.

HUB FV01 .....\$40.00

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Display The Most  
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Game play  
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minutes

Ages  
8+

2-6  
players

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## GALAXY HUNTERS

In **Galaxy Hunters**, 2–4 players take on the role of mercenary pilots in battle mechs hired by Megacorporations to hunt and harvest rampaging mutants. Galaxy Hunters blends the excitement of crafting a unique character with the deep strategy of Euro-style, worker placement. Pick your Merc, customize your Mech and compete in a fierce rivalry to be the top mutant hunter in the Galaxy!

- Includes four, large (65mm) Battle Mech miniatures!
- Mix and match pilots and mechs to unlock new powers and special abilities with Galaxy Hunters' inventive neural-link system
- *New Ways to Hunt* expansion allows for 5 players to compete with more rewards and higher risk!



IDW 01533.....\$79.99

DESIGNER: DANIEL ALVES

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## GALAXY HUNTERS: NEW WAYS TO HUNT EXPANSION

With the "*New Ways to Hunt*" expansion, Mercs can take on bigger risks for bigger rewards. This expansion offers a fifth player to compete for top Mutant Hunter in the Galaxy! *Duar Krill* joins the hunt as the newest Mercenary and the *Iron Smoker Mech* is included in this expansion!

- Battle through the four main sagas, gaining power and perfecting techniques as you progress, or create a single battle against iconic villains
- Increase your Power Level to gain access to power Transformations
- Techniques provide unique abilities that modify your attack rolls
- Requires *Galaxy Hunters* Base Game to play
- Includes one additional Battle Mech Miniature!

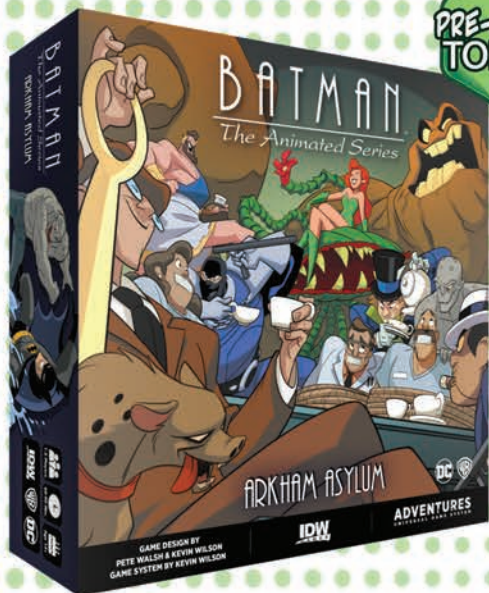


IDW 01934.....\$29.99

DESIGNER: DANIEL ALVES

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## BATMAN: THE ANIMATED SERIES— ARKHAM ASYLUM

When it comes to villains, there's no set of foes more iconic than Batman's rogues' gallery. In *Batman: The Animated Series—Arkham Asylum* the villains have taken over and it's up to Batman and his allies to return order to the hospital's halls. An expansion set for *Shadow of the Bat*, *Arkham Asylum* adds Clayface, Poison Ivy, Jervis Tetch, The Ventriloquist, Killer Croc, Maxie Zeus, Lock-Up, Clock King, Baby Doll, and Hugo Strange to the roster of villains, and 13 new battles based on classic episodes of the animated series. A new game type, Clayface mode, even adds a hidden traitor mode where one hero is actually Clayface in disguise, able to reveal their true identity at any time!

- Includes 15 highly detailed miniatures and 16 game play scenarios
- Fully compatible with all Adventures Universal Games System titles!
- *Batman: The Animated Series—Shadow of the Bat* is required to play this expansion



IDW 01934.....\$59.99

**SUMMER 2021 RELEASE!**

DESIGNER: PETE WALSH & KEVIN WILSON  
ARTIST/COVER: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGGIO,  
DARIO BRIZUELA, JAY FOTOS

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## BATMAN: THE ANIMATED SERIES— ROGUES GALLERY

Defeat the Batman to rule the city! Gotham City's coffers are ripe for the robbing, but one thing stands in the way of the city's supervillains—the reviled Batman. It's time someone finally took out that nuisance! Choose your favorite villain, then go on crime sprees, steal powerful upgrades, recruit nefarious accomplices, and race to complete your master plan and be the first to defeat the World's Greatest Detective!

- Upgrade gear and accomplices to take down Batman.
- Unique push-your-luck gameplay.
- Features all new custom artwork.



IDW 01658.....\$34.99

DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT

ARTIST/COVER: CHRIS FENOGLIO, JACK LAWRENCE, DARIO BRIZUELA, MARCELO FERREIRA & TABLETAFFY

**AVAILABLE NOW!**

## BATMAN: THE ANIMATED SERIES— SHADOW OF THE BAT

The next core box entry in the Adventures Universal Games System (AUGS), *Batman: The Animated Series—Shadow of the Bat* lets 1–4 players become Batman, Robin, Batgirl, Commissioner Gordon, or even Catwoman as they work together to save Gotham City. Hero players will roll and share their custom dice to generate their team's actions and make use of special ability and gadget cards during battles. Strategy is a must as they face off against The Joker and Harley Quinn, Two Face, Man-Bat, The Riddler, The Penguin, Scarecrow, and Mr. Freeze in 24 battles that are all based on fan favorite episodes of the iconic animated series.

- Includes 40 highly detailed miniatures and 24 game play scenarios
- Fully compatible with all Adventures Universal Games System titles!
- All battles can be played in Cooperative Mode, or a 5th player can join to take control of the villains



IDW 01932.....\$124.99

**SUMMER 2021 RELEASE!**

DESIGNER: PETE WALSH & KEVIN WILSON

ARTIST/COVER: SEAN GALLOWAY, JACK LAWRENCE, CHRIS FENOGLIO, DARIO BRIZUELA, JAY FOTOS

**PRE-ORDER!  
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## GHOSTBUSTERS/MEN IN BLACK ECTO-TERRESTRIAL INVASION

In *Ghostbusters/Men In Black Ecto-Terrestrial Invasion*, 1–4 players each control a team of one Ghostbuster and one MIB agent to defend New York City. Trap Ecto-Terrestrials and complete scenarios while using the latest weaponry & gadgets! All teams must work together to defeat the alien forces, but only one team can be the best. Do you have the mettle to defeat the machinations of Zorg and his minions?

- Mix and match iconic characters from *Ghostbusters* and *Men In Black*, each with their own unique abilities
- 42 Miniatures included plus FIVE LARGE Boss Miniatures!
- Purchase powerful weapons and equipment with money earned from each mission
- Choose which missions to play as you progress through the story
- The Ghostbuster Firehouse Dice Tower spawns Ecto-Terrestrials as the game progresses. Beat the scenario before the last panel is pulled, or it's game over!

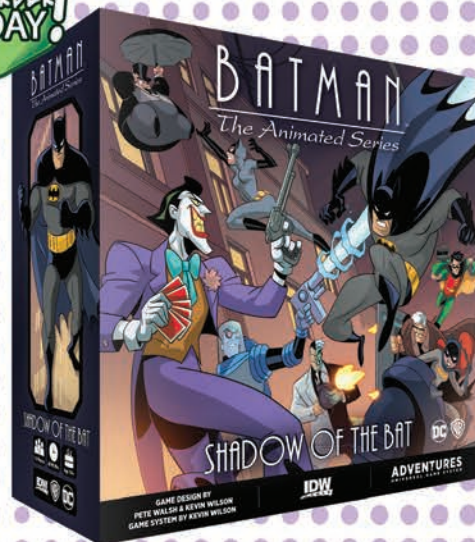


IDW 01831.....\$124.99

DESIGNER: PANDA CULT GAMES

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## KOBOLD PRESS

### DEEP MAGIC SPELL CARDS

Scheduled to ship in October 2021.



#### ARCANE 0-3 (5E)

The Power of the Cosmos in the Palm of Your Hand! These poker-sized cards feature spells from *Deep Magic*, ready for easy transport and reference wherever your adventures may take you. In this box, find over 350 cards of spell levels 0 to 3 for fledgling Sorcerers, Warlocks, and Wizards.

PZO KOB9146 .....\$29.99



#### CLERIC (5E)

The Power of the Cosmos in the Palm of Your Hand! These poker-sized cards feature spells from *Deep Magic*, ready for easy transport and reference wherever your adventures may take you. In this box, find over 270 cards of spell levels 0 to 9 for Clerics devoted to all pantheons.

PZO KOB9177 .....\$24.99



#### ARCANE 4-9 (5E)

The Power of the Cosmos in the Palm of Your Hand! These poker-sized cards feature spells from *Deep Magic*, ready for easy transport and reference wherever your adventures may take you. In this box, find over 250 cards of spell levels 4 to 9 for reality-bending Sorcerers, Warlocks, and Wizards.

PZO KOB9153 .....\$24.99



#### DRUID (5E)

The Power of the Cosmos in the Palm of Your Hand! These poker-sized cards feature spells from *Deep Magic*, ready for easy transport and reference wherever your adventures may take you. In this box, find over 210 cards of spell levels 0 to 9 for Druids seeking to harness Nature's might.

PZO KOB9184 .....\$19.99



#### BARD (5E)

The Power of the Cosmos in the Palm of Your Hand! These poker-sized cards feature spells from *Deep Magic*, ready for easy transport and reference wherever your adventures may take you. In this box, find over 190 cards of spell levels 0 to 9 for Bards of any artistic inspiration.

PZO KOB9160 .....\$19.99



#### PALADIN (5E)

The Power of the Cosmos in the Palm of Your Hand! These poker-sized cards feature spells from *Deep Magic*, ready for easy transport and reference wherever your adventures may take you. In this box, find over 60 cards of spell levels 1 to 6 for Paladins ready to expand their magical repertoire.

PZO KOB9191 .....\$9.99



#### RANGER (5E)

The Power of the Cosmos in the Palm of Your Hand! These poker-sized cards feature spells from *Deep Magic*, ready for easy transport and reference wherever your adventures may take you. In this box, find over 110 cards of spell levels 1 to 4 for Rangers striving to bring down their prey.

PZO KOB9207 .....\$14.99

## KONAMI DIGITAL ENTERTAINMENT



## FEATURED ITEM



#### YU-GI-OH! TCG: BATTLES OF LEGEND 2021 BOOSTER DISPLAY (24)

*Battles of Legend 2021* enters the fray this Fall! Multiply your fun with this all-foil booster set that introduces never-before-released cards from the first 6 *Yu-Gi-Oh!* animated series into the *Yu-Gi-Oh! Trading Card Game*. *Battles of Legend 2021* features cards from Yugi, Zane Truesdale, Syrus Truesdale, Sherry Leblanc, Yuma, and more! *Battles of Legend 2021* has nearly 60 new cards in all as

well as more than 30 returning cards, including another chance to obtain the tournament mainstay, Forbidden Droplet!

KON 85517 .....\$95.76



## FEATURED ITEM



#### YU-GI-OH! TCG: HIDDEN ARSENAL - CHAPTER 1 BOX DISPLAY (8)

Learn the legends and experience the story from the beginning with *Hidden Arsenal: Chapter 1*! It's been over a decade since the *Hidden Arsenal* era began, and now, Duelists can obtain historic cards from the first four *Hidden Arsenal* sets like they've never been seen before and learn the stories behind them in this epic collection!

KON 85433 .....\$119.92

#### YU-GI-OH! TCG: MAXIMUM GOLD - EL DORADO BOX DISPLAY (5)

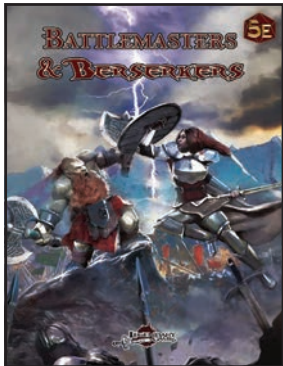
Premium Gold Rare Cards Are Back! Gorgeous Premium Gold Rares return to give many of your favorite cards a classy new look! Premium Gold Rare Cards have raised golden outlines, borders, symbols, and icons that accentuate the artwork of and add texture to many of your favorite cards.

KON 85538 .....\$149.95





## LEGENDARY GAMES



### BATTELMASTERS & BERSERKERS (5E)

*Battlemasters & Berserkers* is an incredible class expansion for 5th Edition D&D, bringing you a ton of character options for the fighter and barbarian classes, including new archetypes, backgrounds, primal paths, class-specific magic items, alternate class features, and more. Playing a lord of the battlefield isn't all about rules, though, so you'll also find essays on different ways to role-play your characters for each class, as well as explorations of how these classes might play or feel differently in different genres. Inside this amazing class compendium you'll find a wealth of rules expansions for the two fightin'-est classes in the game. Buckle up your shield, put on your war face, choose your weapons, and let the battle begin! Scheduled to ship in August 2021.

LGP 484BB01 5E ..... \$19.99

### COSMIC CURSES (STARFINDER)

A Cursed Star Rises! *Cosmic Curses* brings you a ton of amazing options to bring curses to your *Starfinder* Roleplaying Game campaign, with killer content for players and GMs alike. You'll find accursed archetypes like the curseologist and cursed survivor, alongside curses for your heroes and villains to cast upon their enemies like hands of rust, pariahs exile, and metallic slumber. You'll also find a wide array of cursed objects and augmentations, including the ability to manufacture cursed items intentionally and how to incorporate magical technological, and hybrid technological cursed items like the alien hand and vanishing skin. Scheduled to ship in August 2021.

LGP 487SFHO01SF ..... \$12.99



### CURSED SPACE (STARFINDER)

Curses of the Cosmos! *Cursed Space* will bring your *Starfinder* Roleplaying Game heroes to their knees begging for mercy from this collection of curses! This book brings you brand new accursed archetypes, including the black hat, gremlintouched, and cursed colonist. It also introduces a new category of magic, the dying spell, with 7 new spells like call the avenger and radiating pyre to allow heroes and villains alike to cast their spite upon their foes with their dying breath. Add to this nearly 30 brand-new curses including labile lunacy, kinslayer, and the proper infernis curse, including 10 of awesome Legendary Curses, with each one as detailed as it is diabolical to create memorable curse effects that are vividly virulent. Scheduled to ship in August 2021.

LGP 488SFHO02SF ..... \$13.99

### LEGENDARY LOOT CARDS: DECK #2 (5E)

Terrific Treasures at your Fingertips! *Legendary Loot Cards* bring you a wealth of treasures for your D&D 5E campaign, each beautifully illustrated and with complete rules! You'll find dozens and dozens of magic items of every kind, from the beyonders veil to the witchblood stylus, from common items like the earring of farseeing and mental defense saddle to legendary treasures like the pyroclastic rod and hurricane harpoon. You'll find magical implements like the wand of distraction and fey queens staff alongside weapons like the redflame trollblade and firespitter blowgun, as well as all-purpose tools like the bountiful scroll case, elixir of wonder, feareating ring, and necklace of the diamonds edge! Scheduled to ship in August 2021.

LGP 490LLC025E ..... \$19.99

## LUMINARY GAMES



### IVION - THE HEROCRAFTING CARD GAME: THE HOUND AND THE HARE (STAND-ALONE OR EXPANSION)

The Saint has no need to hide behind dirty tactics, illusions, or other such indignities. He wades justly into battle, wielding a greatsword forged of holy light. The Illusionist toys with those around her, dragging them further and further from what they know to be real. Against her there is no room for doubt, and any falter of sanity could prove lethal. Play out the brutal climax to an epic story in *Ivion*, an immersive 2 player experience. Craft your hero and reach for glory! Scheduled to ship in July 2021.

LMG IV002HH ..... \$39.99



### IVION - THE HEROCRAFTING CARD GAME: THE KNIGHT AND THE LADY (STAND-ALONE OR EXPANSION)

The Invoker is an inferno in human form, spreading uncontrollable devastation in his wake. He rips magic from the earth, bending and abusing it to suit his singular need: Power. The Archmage is a peerless master of the arcane, creating and destroying on a cosmic level. He can split the sky with a word, or lay waste with a dismissive wave. Play out the brutal climax to an epic story in *Ivion*, an immersive 2 player experience. Craft your hero and reach for glory! Scheduled to ship in July 2021.

LMG IV002KL ..... \$39.99

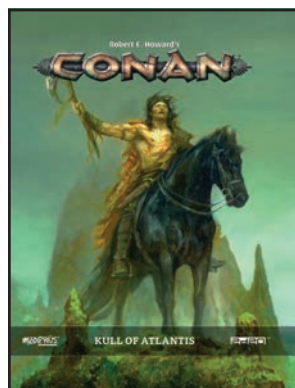


### IVION - THE HEROCRAFTING CARD GAME: THE SUN AND THE STARS (STAND-ALONE OR EXPANSION)

The Errant fights with the intensity and recklessness of a warrior whose name is not yet etched in history. Though he is an honored knight, he knows that fighting is not some sanctimonious ritual, but a bloody, violent affair. The Enchantress uses her apostate magic to make fools of the most disciplined of minds. Her lips are poison; her smile a spider's web. She has reduced the act of crushing wills to a touch, a glance, a whisper. Play out the brutal climax to an epic story in *Ivion*, an immersive 2 player experience. Craft your hero and reach for glory! Scheduled to ship in July 2021.

LMG IV002SS ..... \$39.99

## MODIPHIUS



### CONAN: KULL OF ATLANTIS

Here, for the first time in roleplaying gaming, Kull and his world are described in all their savage, dreamlike glory. This alternate setting for Conan roleplaying is the ultimate reference to the Pre-Cataclysmic Age, in the time when the Atlantean barbarian Kull rose to become King of Valusia, greatest of the Seven Empires. Just as Conan and his exploits defined the Hyborian Age, his predecessor Kull shaped the destiny of the Thurian Age. This period, thousands of years prior to Conan's own, is a time of mystery and magic, a period defined by antiquity and decline, yet shaken to its core by its savage new king, Kull. Scheduled to ship in August 2021.

MUH 050398 ..... \$35.99

### ELDER SCROLLS: CALL TO ARMS

Scheduled to ship in August 2021.

### CHAPTER TWO CARD PACK

*Steam and Shadow* is the second Chapter Expansion for *Elder Scrolls: A Call to Arms*. It includes cards for Dwemer Animunculi and The Dark Brotherhood. Additional Battle Mode and Delve Quests, Traps and Events expand the narrative adventure game. Equip your heroes with new weapons, spells, armour and enchantments to overcome the dangers of Skyrim.

MUH 052246 ..... \$40.00



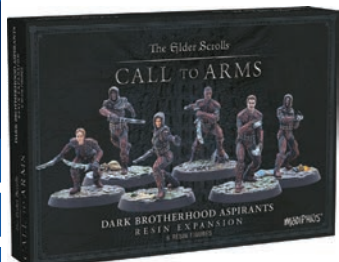
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MUH 052266 ..... \$53.00





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**DARK BROTHERHOOD ASPIRANTS**  
MUH 052267 .....\$53.00



**FLAME ATRONACHS**  
MUH 052268 .....\$39.00

**ONK GAMES**



**KEY YO**  
Take turns playing cards to the rhythm and aim for the high score in this cooperative style game. Become a member of a rap crew and skillfully connect the cards to show the crowd what you've got! If you make it to the target score you can step it up and challenge the next stage. The rhythm won't wait for you! A fast reaction time and team work is everything! Up to 5 players can join in on this team battle! Scheduled to ship in August 2021.  
ONK 092118 .....\$23.00



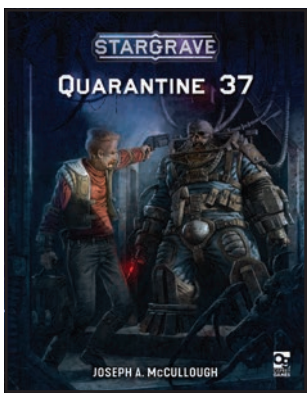
**MOON ADVENTURE**  
You are trapped on the moon due to a massive magnetic storm originating from the sun and all of the supplies have been scattered about the surface. You and your fellow astronauts are desperately trying to recover the scattered supplies, all while your oxygen levels are falling. *Moon Adventure* is a cooperative board game where everyone must work together to complete the mission. Scheduled to ship in September 2021.  
ONK 092194 .....\$30.00



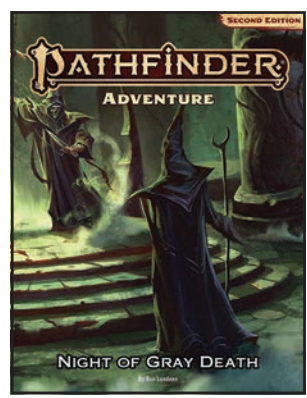
**IN A GROVE**  
This town has too many murders and too many detectives. Today several detectives have witnessed a murder. Using the information that only you are aware of as well as considering the reasoning of the other detectives, you must carefully and skillfully try to gain the upper hand and declare which suspect is the criminal. Can you defeat your rivals and become the greatest detective this town has ever seen? Scheduled to ship in October 2021.  
ONK IAG .....\$23.00

**OSPREY GAMES**

**STARGRAVE: QUARANTINE 37**  
Six months before the outbreak of the war, Station 37 went dark. No escape pods were launched and all attempts at communication went unanswered. Only a solitary, repeating broadcast filled the silence: "This station is under quarantine - do not approach". When the war came, the station was forgotten, left to drift lifelessly in its empty system. Now, in the aftermath of the Last War, Station 37 has been rediscovered and its broadcast heard once more... *Quarantine 37* is a supplement for *Stargrave* in which players lead their crews into an abandoned space station, hunting for lost technology, unique research, and forgotten experiments. Scheduled to ship in August 2021.  
OSP SGV002 .....\$26.00



**PAIZO PUBLISHING**



**PATHFINDER RPG: ADVENTURE - NIGHT OF THE GRAY DEATH (P2)**  
*Night of the Gray Death* is a deluxe adventure in Gothic horror for 16th-level characters written by Ron Lundeen. It exposes the secrets of the Gray Gardeners with new monsters, new magic items, and new challenges to test the mightiest heroes. Mysteries and intrigue abound during the Night of the Gray Death! Scheduled to ship in October 2021.  
PZO 9560 .....\$22.99



**PATHFINDER RPG: FLIP-MAT - NIGHT OF THE GRAY DEATH (P2)**  
*Pathfinder Flip-Mat: Night of the Gray Death* measures 24" x 30" unfolded, and 8" x 10" folded. A *Flip-Mat's* coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, *Pathfinder Flip-Mats* fit perfectly into any Game Master's arsenal! Scheduled to ship in October 2021.  
PZO 30115 .....\$14.99



**PATHFINDER RPG: ADVENTURE PATH - STRENGTH OF THOUSANDS PART 4 - SECRETS OF THE TEMPLE-CITY (P2)**  
*Secrets of the Temple-City* is a *Pathfinder* adventure for four 12th-level characters by Luis Loza. This adventure continues the *Strength of Thousands Adventure Path*, a six-part, monthly campaign in which the heroes rise from humble students to influential teachers, and ultimately decide the fate of the Magaambya. This adventure also details the other teachers that are the heroes peers and presents a comprehensive look at Walkena, the evil child mummy-god of Mzali. New monsters, new magic, and new diplomatic options provide a bounty of opportunities for adventure! Scheduled to ship in October 2021.  
PZO 90172 .....\$24.99

**SPOTLIGHT ON**



**PATHFINDER RPG: GUNS & GEARS HARDCOVER (P2)**  
Gear Up and Throw Down! When sword and spell just won't be enough to win the day, it's time to power up your game with clockwork gears, lightning coils, and black powder! *Guns & Gears*, the latest hardcover rulebook for the *Pathfinder Roleplaying Game (Second Edition)*, brings the excitement of firearms and fantasy technology to your tabletop! Scheduled to ship in October 2021.  
PZO 2109 .....\$49.99



**PATHFINDER RPG: FLIP-MAT - JUNGLE MULTI-PACK**  
This set includes two flip mats, each measuring 24" x 30" unfolded, and 8" x 10" folded. A *Flip-Mat's* coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, *Pathfinder Flip-Mats* fit perfectly into any Game Master's arsenal! Scheduled to ship in October 2021.  
PZO 30116 .....\$24.99





### PATHFINDER RPG: GUNS & GEARS HARDCOVER (SPECIAL EDITION) (P2)

This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in October 2021.

PZO 2109-SE .....\$69.99



### PATHFINDER RPG: GUNS & GEARS (POCKET EDITION) (P2)

The pocket edition presents the same contents in a smaller sized softcover for a lower price and better portability. Scheduled to ship in October 2021.

PZO 2109-PE .....\$24.99



### STARFINDER RPG: FLIP-TILES - CITY ALIEN PLANET RUINS EXPANSION

Don't ruin your next trip off world! Next time your players stumble upon some timeworn ruins on an unexplored planet, they won't have to wait while you draw every crumbling wall and collapsed structure. *Starfinder Flip-Tiles: Alien Planet Ruins Expansion* provides beautifully illustrated 6" x 6" map tiles that can be used to create the ruined remains of ancient alien civilizations, whether archaic and magical or more technologically advanced! Inside, you'll find 24 richly crafted, double-sided map tiles. This expansion set, along with *Starfinder Flip-Tiles: Alien Planet Starter Set*, allows you to create even more extraterrestrial environments for endless planetary encounters! So stop your sketching and start your flipping today! Scheduled to ship in October 2021.

PZO 7509 .....\$19.99



### STARFINDER RPG: PAWNS - TECH REVOLUTION PAWN COLLECTION

The characters, vehicles, and mechs of the galaxy come alive on your tabletop with this collection of more than 100 pawns, designed for use with the *Starfinder Roleplaying Game* or any tabletop science fantasy RPG! The *Starfinder Tech Revolution Pawn Collection* presents beautiful full-color images of characters, vehicles, and mechs, perfect for representing your next character or deadly foe! Printed on sturdy cardstock, each double-sided pawn slots into a size-appropriate plastic base from the *Starfinder Pawns Base Assortment*, making them easy to mix with traditional metal or plastic miniatures. The *Starfinder Tech Revolution Pawn Collection* is the best way to ensure you've got the perfect characters, vehicles, and mechs to bring your *Starfinder* campaign to life! Scheduled to ship in October 2021.

PZO 7426 .....\$24.99

## SPOTLIGHT ON



### PATHFINDER RPG: SECRETS OF MAGIC SPELL CARDS (P2)

Master every last incantation with *Pathfinder Secrets of Magic Spell Cards*! This indispensable spellcasting accessory contains over 400 spell reference cards, spanning every magical tradition and focus spell from *Secrets of Magic* so you have access to all the game details you need without flipping pages. With *Pathfinder Spell Cards*, players of any spellcasting class can easily arrange, plan, and manage their spells, whether they're getting ready for a day of adventuring or facing down a monster. Keep all the wonder and magic of *Pathfinder* at your fingertips, ready to be unleashed! Scheduled to ship in October 2021.

PZO 2227 .....\$54.99



### STARFINDER RPG: ADVENTURE PATH - HORIZONS OF THE VAST 3 - WHISPERS OF THE ECLIPSE

*Whispers of the Eclipse* is a *Starfinder Roleplaying Game* adventure for four 5th-level characters by Kate Baker. This adventure continues the *Horizons of the Vast Adventure Path*, a six-part, bimonthly campaign in which the heroes are at the forefront of exploring and charting a newly discovered world filled with mystery. This volume also includes a history of the diaspora of the elves, gear from an ancient spacefaring civilization, and a selection of diverse alien creatures. Scheduled to ship in October 2021.

PZO 7242 .....\$22.99

### STARFINDER RPG: ALIEN ARCHIVE 1 & 2 BATTLE CARDS

Keep the aliens of the *Starfinder* RPG close at hand with this massive collection of over 200 reference cards featuring every extraterrestrial creature from *Starfinder Alien Archive* and *Starfinder Alien Archive 2*! Each 4 x 6 card is printed on sturdy cardstock and features a beautiful, full color image of a *Starfinder* creature on one side, while the other side provides that creature's statistics for quick and easy reference. With each encounter, show the players what their characters are facing while keeping the monster's abilities at the ready, and watch your games come alive! Scheduled to ship in September 2021.

PZO 7425 .....\$59.99



## PENDELHAVEN GAMES



### FATE OF THE NORNS RPG: DIVINER

The Ancient Elder Futhark runes have awoken! *Fate of the Norns - Diviner* uncovers the mystery of the ancient Viking runes. Within these pages you will find the history, lore and in-depth information about each and every rune in the Elder Futhark set. Exploring the book you will find a complete listing of the runes and their meanings, mysterious divination techniques as well as an entertaining social table-top game that utilizes the rune set! Scheduled to ship in August 2021.

PNH 0012 .....\$29.99

### THE ONE EYED KING

Ath Cliath, City of Gold, city of slaves - is the wealthiest city in all the world. One of the few bright spots in a darkening world, as Fimbulwinter deepens. Its brightness built by the man who conquered it: Sitric Cuaran, the One-Eyed King. Masterful is he, a wise and capable tyrant. Such men make enemies even when they are not conquerors, or ruthless - and the One-Eyed King is both of those things. Wherefore many seek his death. This is the tale of some of them. And of the decisions they made, and the city their choices and deeds changed forever. Scheduled to ship in August 2021.

PNH 0042 .....\$24.98







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PRE-ORDER

### WILD SPACE

- Combo-tastic card game with charming artwork that attracts players.
- Accessible rules and engaging gameplay.
- Includes solo mode against an AI opponent.



PAN202111 ..... \$29.95

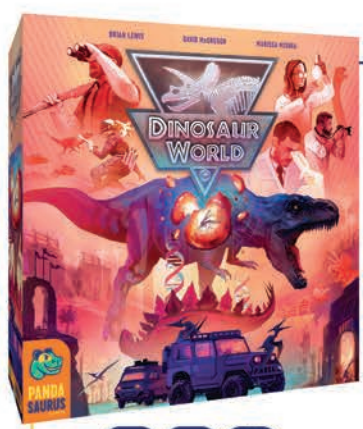
PRE-ORDER

### THE LOOP

- Quirky co-operative game full of humor!
- Take advantage of time loops to create massive combos.
- Cube placement randomized by dramatic plastic tower!



PAN202110 ..... \$49.95



PRE-ORDER

### DINOSAUR WORLD

- Sequel to the technicolor best-seller Dinosaur Island!
- Drive your Jeeps through your park to activate unique building and enclosure effects!
- Includes three different shapes of dinosaur meeples!



PAN202106 ..... \$59.95

PRE-ORDER

### DINOSAUR ISLAND: RAWR 'N WRITE

- Roll-and-write adaptation best-selling Dinosaur Island!
- Draft dice to get bonuses, then use them to take actions!
- Draw your park to life with tetromino-shaped attractions and dinosaur enclosures!



PAN202107 ..... \$29.95



PRE-ORDER

### MACHI KORO 2

- Standalone follow-up to the best-selling Machi Koro.
- Card market is randomized each game, creating variable strategies.
- Build landmarks in any order, but prices increase for each one you have!



PAN202113 ..... \$29.95

BEST SELLER

### BREW

- Intuitive rules enjoyed by families and experienced players!
- Strategic and tactical dice placement game play!
- Whimsical & eye-catching artwork!



PAN202108 ..... \$29.95





## THE GAME

- Global sensation — 1.3 million units sold!
- This highly addictive card game pits players against The Game itself.
- Multi award-winner and Spiel des Jahres nominee.



PAN201820 ..... \$12.95

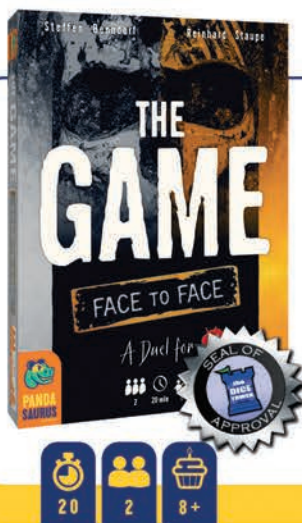


## THE MIND

- Explosive hit card game — 1.3 million units sold.
- Meld minds to play cards in order without talking.
- Multi award-winning title and Spiel des Jahres nominee.



PAN201809 ..... \$12.95



## THE GAME: FACE TO FACE

- Two-player version of the best-selling **The Game**.
- Be the first to play all 60 cards in your deck.
- You'll have to help each other, but there can be only one winner!



PAN202015 ..... \$14.95

## OHANAMI

- Unique drafting set collection game!
- A competitive twist on the best-selling **The Game**.
- Each round, score additional garden features that change your strategy!



PAN202013 ..... \$14.95



## SONORA

- Flick discs into the right quadrant to score points on your dry erase sheet!
- Stunning art and exciting player interaction.
- A blast for both families and gamers!



PAN202005 ..... \$29.95



## DINOSAUR ISLAND

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park—and mitigate customer casualties!
- Now includes THREE different types of dino meeples!



PAN201703 ..... \$59.95





POKÉMON TCG: SWORD & SHIELD - EVOLVING SKIES



BOOSTER DISPLAY (36)

Feel the power of the shifting winds, and brace for an epic storm as mighty Dragon-type Pokémon make their triumphant return! Rayquaza VMAX leads the surge from on high, and Duraludon VMAX towers above the land in its Gigantamax form, joined by Dragonite V, Noivern V, and more. As the clouds part, Eeveelutions appear in a full rainbow of Pokémon V and Pokémon VMAX to signal a bright new day in *Pokémon TCG: Sword & Shield Evolving Skies*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 17881877.....PI

SLEEVED BOOSTER CASE (144)

Feel the power of the shifting winds, and brace for an epic storm as mighty Dragon-type Pokémon make their triumphant return! Rayquaza VMAX leads the surge from on high, and Duraludon VMAX towers above the land in its Gigantamax form, joined by Dragonite V, Noivern V, and more. As the clouds part, Eeveelutions appear in a full rainbow of Pokémon V and Pokémon VMAX to signal a bright new day in *Pokémon TCG: Sword & Shield Evolving Skies*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 17880878.....PI

BUILD & BATTLE BOX DISPLAY (10)

Each *Pokémon TCG: Sword & Shield Evolving Skies Build & Battle Box* includes A 23-card Evolution pack featuring key cards from current and prior sets including 1 of 4 alternate-art promo cards, 4 *Pokémon TCG: Sword & Shield Evolving Skies* booster packs, and 1 deck-building tip sheet. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 17881891.....PI

BUILD & BATTLE STADIUM

Build a deck from a powerful set of components and then play right away, with this two-player Build & Battle Stadium set! Each *Pokémon Trading Card Game: Sword & Shield Evolving Skies Build & Battle Stadium* contains a massive set of cards, including two awesome Build & Battle Boxes, one for you and one for a friend! Open the Build & Battle Boxes to start building. Each one holds four booster packs and a 23-card Evolution pack, which includes an exclusive foil card. The selection of cards gives you a strong foundation for building a new deck to play against your friends. So get ready to face your opponents with the *Pokémon TCG: Sword & Shield Evolving Skies Build & Battle Stadium*!

PUI 17880978.....PI

CHECKLANE BLISTERS CARTON (16)

Feel the power of the shifting winds, and brace for an epic storm as mighty Dragon-type Pokémon make their triumphant return! Rayquaza VMAX leads the surge from on high, and Duraludon VMAX towers above the land in its Gigantamax form, joined by Dragonite V, Noivern V, and more. As the clouds part, Eeveelutions appear in a full rainbow of Pokémon V and Pokémon VMAX to signal a bright new day in *Pokémon TCG: Sword & Shield Evolving Skies*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 17880882.....PI

ELITE TRAINER BOX

Feel the power of the shifting winds, and brace for an epic storm as mighty Dragon-type Pokémon make their triumphant return! Rayquaza VMAX leads the surge from on high, and Duraludon VMAX towers above the land in its Gigantamax form, joined by Dragonite V, Noivern V, and more. As the clouds part, Eeveelutions appear in a full rainbow of Pokémon V and Pokémon VMAX to signal a bright new day in *Pokémon TCG: Sword & Shield Evolving Skies*!

PUI 17880894.....PI

MINI PORTFOLIO DISPLAY (12)

Store up to 60 of your latest and greatest Pokémon cards in this mini portfolio. Each portfolio comes with a booster pack from the new *Pokémon TCG: Sword & Shield Evolving Skies* expansion, so you can start filling it up right away! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 17881890.....PI

THREE-BOOSTER BLISTER

Feel the power of the shifting winds, and brace for an epic storm as mighty Dragon-type Pokémon make their triumphant return! Rayquaza VMAX leads the surge from on high, and Duraludon VMAX towers above the land in its Gigantamax form, joined by Dragonite V, Noivern V, and more. As the clouds part, Eeveelutions appear in a full rainbow of Pokémon V and Pokémon VMAX to signal a bright new day in *Pokémon TCG: Sword & Shield Evolving Skies*!

PUI 17880881.....PI

POKÉMON TCG: CALYREX V BOX

Calyrex V fuses two kinds of power, charging through ice and shadows on its trusty steed! Enhance your collection with this royal Pokémon, and find helpful allies, skilled Trainers, and other treasure in *Pokémon TCG* booster packs. Whether you choose Ice Rider Calyrex V or Shadow Rider Calyrex V, you'll add a powerful Legendary Pokémon to your collection!

PUI 29080900.....PI



POKÉMON TCG: MARNIE PREMIUM TOURNAMENT COLLECTION (DISPLAY 4)

In the Galar region, every Pokémon fan knows Marnie, the hometown girl from Spikemuth who really wants to win the Champion Cup! Gear up for your next big tournament and expand your options with the *Pokémon TCG: Marnie Premium Tournament Collection*. This premium collection contains everything you need to protect your cards and keep them organized before any *Pokémon TCG* tournament, plus all the dice, coins, and extras you need when you're ready to play. Rev it up and get your Pokémon prepared for that moment they go into battle - Marnie keeps your team looking sharp! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 29080876.....PI



POKÉMON TCG: TRAINER'S TOOLKIT (2021)

Turn your card collection into playable, fun, and winning *Pokémon Trading Card Game* decks! Inside this box, you'll find a plethora of Trainer cards and Energy cards, plus a Deck Builders Guide to putting them all together to create a deck that showcases your best Pokémon! You'll find everything you need to help you make the choices every deck builder faces: More big Pokémon? More strategic Trainer cards? How much Energy is too much? Steer a course for completely new decks, original combos, and all the fun of head-to-head competition with the *Pokémon TCG: Trainers Toolkit*!

PUI 29080875.....PI

PORTAL

MILLION DOLLAR SCRIPT

It is the time of year when the big Hollywood studios are greenlighting new screenplays to become the next summer blockbusters. Screenwriters - often working in teams - are desperately trying to get in the room with powerful executives to pitch their ideas. If they are hired, the job can earn them millions.

PLG 2211 .....\$20.00





## PRIVATEER PRESS

### MONSTERPOCALYPSE



**GAKURA EMPIRE OF THE APES MONSTER**

PIP 51143 ..... PI



**G-TANK, C-TYPE SHINOBI AND APE GUNNER PROTECTORS ALTERNATE ELITE UNITS**

PIP 51144 ..... PI



**SLINGOOZER WASTE MONSTER**

PIP 51142 ..... PI



**U-TANK, WW-82, AND SCORCHER DESTROYERS ALTERNATE ELITE UNITS**

PIP 51145 ..... PI

### WARCASTER



**CARAPAX EMPYREAN MANTLET**

PIP 87028 ..... \$14.99



**DEFENSE PYLON AETERNUS CONTINUUM MANTLET**

PIP 84028 ..... \$14.99



**FORCE BARRIER IRON STAR ALLIANCE MANTLET**

PIP 83027 ..... \$14.99



**MARCHER WORLDS MANTLET BLAST SHIELD**

PIP 82031 ..... \$14.99



**MARCHER WORLDS RANGER INFILTRATORS SQUAD**

PIP 82019 ..... \$24.99



**PALADIN DEFENDERS IRON STAR ALLIANCE SQUAD**

PIP 83017 ..... \$24.99



**SABER GUARDIANS EMPYREAN SQUAD**

PIP 87007 ..... \$24.99



**VASSAL RAIDERS CONTINUUM SQUAD**

PIP 84018 ..... \$24.99

# ALLEGORY™



**Craft Your Story With Lore  
And Hidden Strategies.**



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Game play  
**30-50**  
minutes

Ages  
**8+**

**2-6**  
players

**GAMES**

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GTM

AUG  
2021

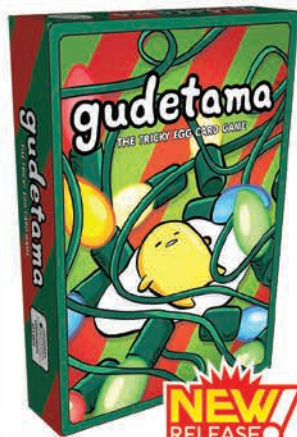
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# GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



**NEW!**  
**RELEASE!**

FAMILY

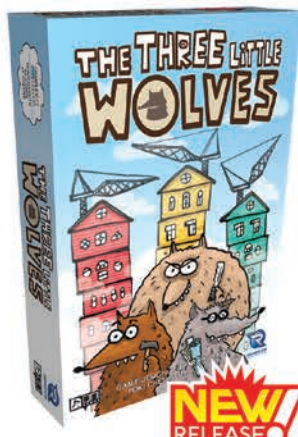
## GUDETAMA: A TRICKY EGG CARD GAME HOLIDAY EDITION

- All new holiday art from the graphic novels!
- Channel your inner lazy egg in this over-easy trick-taking game!
- Based on the Sanrio® character Gudetama™.

RGS00971  
\$15.99

7+ 2-7 20

**OCTOBER RELEASE!**



**NEW!**  
**RELEASE!**

FAMILY

## THE THREE LITTLE WOLVES

- Compete as a family of wolves, aiming to build the tallest houses in the city
- Sneak your wolf into another player's house for more points!
- Fast-playing and ideal for consecutive play throughs

RGS02312  
\$21.99

8+ 2-4 20

**OCTOBER RELEASE!**



**NEW!**  
**RELEASE!**

FAMILY

## LOVE LETTER: PRINCESS PRINCESS EVER AFTER

- Set in the Enchanting world of K. O'Neill's Princess Princess Ever After!
- Based on the award-winning Love Letter card game!
- Includes 21 tarot-sized character cards and 13 acrylic favor tokens!

RGS02250.....\$21.99

10+ 2-6 20

**OCTOBER RELEASE!**



**NEW!**  
**RELEASE!**

MINIATURE

## POWER RANGERS: RANGERS UNITED

- Beast Morpher Rangers, Omega Rangers, and the Solar Ranger!
- Take on the delusional Omega Blue Ranger, Kiya, along with her army of Tronics!
- Includes Paired Monsters and a new Triple Threat Boss for added challenge!

RGS02228  
\$65

14+ 2-5 45-60

**SEPTEMBER RELEASE!**



**NEW!**  
**RELEASE!**

MINIATURE

## POWER RANGERS: HEROES OF THE GRID DINO THUNDER PACK

- Add the Dino Thunder team to your Heroes of the Grid game!
- Face the villainous strength of Evil Dino Thunder White!
- Includes five new figures, with unique combat decks!

RGS02226  
\$45

14+ 2-5 45-60

**SEPTEMBER RELEASE!**



**NEW!**  
**RELEASE!**

MINIATURE

## POWER RANGERS: HEROES OF THE GRID RANGER ALLIES PACK #2

- New heroes join the Power Rangers in the fight against evil!
- Introduces new playable characters and their Zords!
- Hyperforce Green, Titanium Ranger, & the Silver Space Ranger!

RGS02227  
\$45

14+ 2-5 45-60

**SEPTEMBER RELEASE!**



**NEW!**  
**RELEASE!**

MINIATURE

## POWER RANGERS: HEROES OF THE GRID VILLAIN PACK #4: A DARK TURN

- Powerful enemies have appeared create a new challenge!
- Includes 5 new figures & their unique combat cards.
- A new Nemesis enemy, Zeltrax!

RGS02229  
\$45

14+ 2-5 45-60

**SEPTEMBER RELEASE!**



**RENEGADE**  
GAME STUDIOS

[WWW.RENEGADEGAMES.COM](http://WWW.RENEGADEGAMES.COM)

GTM

AUG

2021

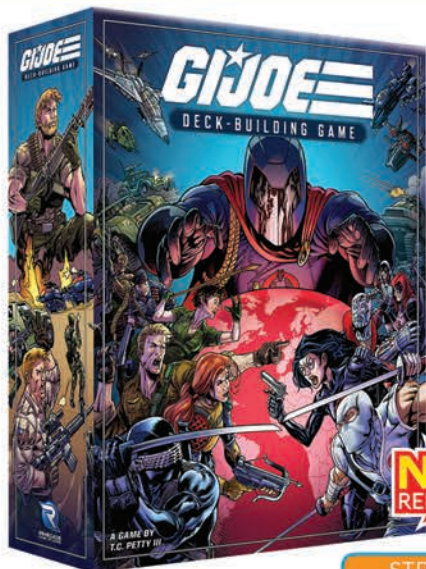
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# GAMES

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**NEW RELEASE**

STRATEGY

## GI. JOE DECK-BUILDING GAME

- Dozens of G.I. Joe heroes and vehicles & 36 unique missions!
- Play solo or with friends in this Cooperative game!
- Includes Expert Mode cards for even greater challenges!

RGS02237.....\$45



13+



1-4



30-70

**OCTOBER RELEASE!**



**NEW RELEASE**

STRATEGY

## DEAD MEN TELL NO TALES

- Work together to overcome fire, skeleton crew, and your own fatigue!
- Variable ship layout, seven playable characters, & variants!
- This reprint now includes 7 pirate miniatures!

RGS02283

\$50



13+



2-5



60-75

**OCTOBER RELEASE!**



**NEW RELEASE**

STRATEGY

## DEAD MEN TELL NO TALES: KRAKEN EXPANSION

- Now a giant sea monster is attacking the ship!
- New challenges, including Deckhand Leaders.
- A new pirate, trapdoors, and cannons to fight the Kraken!

RGS02284

\$40



13+



2-5



60-75

**OCTOBER RELEASE!**



**NEW RELEASE**

STRATEGY

## VAMPIRE: THE MASQUERADE RIVALS THE WOLF & THE RAT

- Adds two new clans: Gangrel & Nosferatu
- Play these two clans head-to-head or integrate them with your Core Set.
- Includes a 30 card Crypt Pack to customize your decks!

RGS02241.....\$30



10+



2-6



60

**OCTOBER RELEASE!**



**NEW RELEASE**

ROLE-PLAYING

## SABBAT: THE BLACK HAND A SOURCEBOOK FOR VAMPIRE: THE MASQUERADE 5TH ED

- Includes descriptions of the foundations of Sabbat identity.
- Info on the Gehenna War & the Sabbat opposition to the Antediluvians.
- New Discipline powers & the horrifying Ritae of the Black Hand.

RGS09388.....\$45



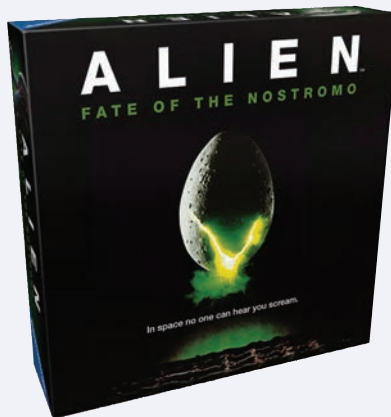
MATURE CONTENT

**AUGUST RELEASE!**





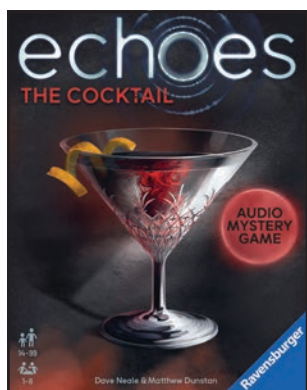
# SPOTLIGHT ON



## ALIEN: FATE OF THE NOSTROMO

In space, no one can hear you scream. A deadly Alien stalks the crew of the commercial starship NOSTROMO while they struggle to survive! In this fully cooperative strategy game based on the 1979 film, players work together to move through the ship, gather supplies, and craft items. Crew members must tread carefully as they work through different missions - the ALIEN could be just around the corner. To win, crew members must complete their starting objectives and one of five final missions. Crew members lose if their morale reaches zero, signaling that the crew has lost hope, or if the Nostromo self-destructs. Scheduled to ship in August 2021.

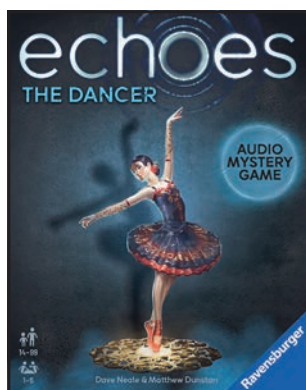
RVN 60001932.....PI



## ECHOES: THE COCKTAIL

Experience a new kind of mystery-solving! In this cooperative audio mystery game, players use a free app to wave their phone over a card and trigger sound clues. The haunting illustrations and spine-tingling sounds will help them put the cards in order to tell a story and solve a mystery! In *Echoes: The Cocktail*, the underworld meets to concoct their sinister plans under the dim lights of a New York speakeasy. Listen to the conversations at the bar and see if you can solve the mystery of the infamous mob boss Cruel Steve. Scheduled to ship in August 2021.

RVN 20815.....\$9.99



## ECHOES: THE DANCER

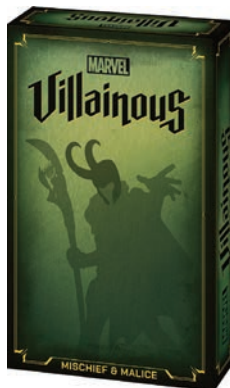
Experience a new kind of mystery-solving! In this cooperative audio mystery game, players use a free app to wave their phone over a card and trigger sound clues. The haunting illustrations and spine-tingling sounds will help them put the cards in order to tell a story and solve a mystery! In *Echoes: The Dancer*, the ghost of a young girl haunts the halls of a stately Scottish manor. Gather clues as you listen to the fragments of her tragic story and solve the mystery of her death. Scheduled to ship in August 2021.

RVN 20813.....\$9.99

## MARVEL VILLAINOUS: MISCHIEF & MALICE

To win, each Villain must complete a unique story-based objective. To win as Loki, players must gain and spend ten mischief, which is primarily gained via multiverse personalities played by Loki to other Villains Domains. M.O.D.O.K. needs to maintain A.I.M.s loyalty and activate the Cosmic Cube. Finally, Madame Masque must vanquish eight heroes specifically to settle her vendetta. She'll need to balance vanquishing heroes to satisfy her vendetta or vanquishing them for a contract of the only ways in the game she can gain power. *Marvel Villainous: Mischief & Malice* can be combined with *Marvel Villainous: Infinite Power* to support up to a four-player game. Scheduled to ship in August 2021.

RVN 60001912.....PI



## SUPER MARIO LABYRINTH

Mario, Luigi, Yoshi, Princess Peach, Bowser, Donkey Kong, and other popular Super Mario characters are lost in a maze! On your turn, you'll shift the maze and move along the path, trying to get to the characters on your cards while blocking your opponents. Be the first to find all your characters and make it back to your starting place to win! With over 20 million copies sold worldwide, *Labyrinth* is a classic Ravensburger game featuring a

unique moving maze gameboard. Shift the maze to reveal new paths and find your way to Mario, Princess Peach, Yoshi, and more. Block your opponents by moving walls and be the first to find all of your friends! Scheduled to ship in August 2021.

RVN 26063.....\$34.99

## TACO BELL PARTY PACK CARD GAME

Packaged in a fun, party-pack style box with an easy carrying handle, the *Taco Bell Party Pack Card Game* is a fast, easy-to-learn game perfect for game night with family and friends. In this game, you'll gather crunchy tacos, bean burritos, Freezes, and other menu items to feed your Crew: Supreme Superfans, Happier Hour Heroes, Drive Thru Divas, and more! While any menu items will fill them up, you'll need to satisfy your Crews' specific cravings to collect crave chips. These chip-shaped tokens are worth a surprise number of extra points at the end of the game. Use sauce cards and actions to help you along the way! When all the crave chips are gone, the game is over, and the player with the most points wins! Scheduled to ship in August 2021.

RVN 60001926.....PI



## RED RAVEN GAMES



## NOW OR NEVER

Return to the land of Arzium. In *Now or Never*, you and up to three friends compete to best rebuild your ancestral village and guide the rest of the villagers on their journey home. Although the creatures of the meteorite have lost much of their strength, many of them remain, and you must fight them off to protect traveling villagers. *Now or Never* is the third game from the Arzium storybook series including: *Above and Below* and *Near and Far*. Scheduled to ship in October 2021.

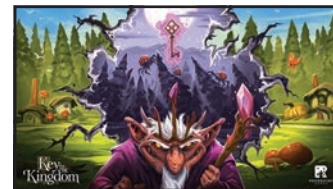
RVM 027.....\$70.00

## RESTORATION GAMES

## KEY TO THE KINGDOM

Scheduled to ship in October 2021.

REO 9011.....\$44.99



# SPOTLIGHT ON

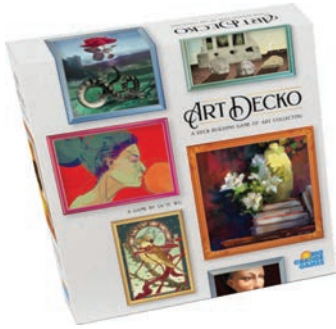


## RETURN TO DARK TOWER

*Return to Dark Tower* is a game for 1 to 4 heroes who undertake epic quests, fight fearsome foes, and test their mettle against the looming darkness of the titular tower. Now featuring both cooperative and competitive play. Scheduled to ship in October 2021.

REO 9200.....\$190.00



**ART DECKO**

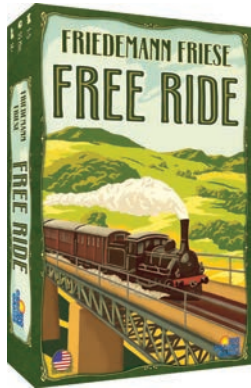
*Art Decko* is an artistic new take on deck building. The paintings are beautiful (and expensive) but can become more valuable as the game continues. Showing a painting in a museum increases the value of all works in that genre. All of the players who hold that type of painting benefit, but who benefits most? Players face difficult decisions on every turn. Is beauty truly in the eye of the beholder when there is profit to be made with every potential move? Play *Art Decko* and see for yourself. Scheduled to ship in September 2021.

RIO 598 ..... \$44.95

**BOHNNANZA: BOHNA NOSTRA EXPANSION**

It happens often: somebody makes you a fantastic bean offer, but you don't have anything to trade. However, you might just be able to convince a trading partner to do bean business with you if you offer them a favor for later. *Bohna Nostra* is not a standalone game. It is an expansion, offering new trade possibilities, only playable with *Bohnanza* and *Ladybohn*.

RIO 599 ..... \$19.95

**FREE RIDE**

Around the end of the 19th Century, a growing network of railroad lines was built in Europe. This allowed people to travel to the major cities to visit beautiful structures influenced by Art Nouveau and Historicism. In *Free Ride*, designed by Friedemann Friese, the designer of the award-winning *Power Grid*, you take charge of building railroad lines to connect the cities of Europe. You will have many challenging decisions to make on your turn: which routes to take and develop, when to move your train, and when to spend your limited money to use your opponents' tracks. The player that visits the most different cities of Europe will win. Scheduled to ship in August 2021.

RIO 600 ..... \$59.95

**IBERIAN RAILWAYS**

In *Iberian Railways*, 3 to 5 players compete to build railways to connect the many important cities in Spain and Portugal. Each player starts the game with no money. The railways must be financed by taking loans from the Bank of Madrid. The players need to plan their routes carefully to generate the most income. Players can also invest in local businesses that will pay out handsome bonuses once the railway reaches their locations. The player who best manages their railways will be victorious.

RIO 602 ..... \$39.95

**PRAGA CAPUT REGNI**

*Praga Caput Regni* is the latest game from the genius of Vladimír Suchý, award-winning designer of *Underwater Cities!* During the game, players take the role of wealthy citizens who are competing to build various projects. Players choose from six actions on the game board using the "action crane." These actions are always available but linked to a constantly shifting array of costs and benefits. Players can increase their resources, improve the usefulness of specific options in the future, or build new projects in the city. Savvy players will discover synergies between carefully timed actions and the

rewards from constructing civic projects as all of the mechanisms mesh together. At the end of the game, the player who most impressed King Charles wins.

RIO 601 ..... \$74.95

# PORT ROYAL

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## ROCK MANOR GAMES



### SET A WATCH: OUTRIDERS

The *Outriders* Expansion pack includes 34 new creatures and 6 new Unhallowed illustrated by Alexandr Elichev, one of the artists of *Gloomhaven* and *Frosthaven*. Riders snap together with certain creature types when they are adjacent to them, creating bigger and more powerful creatures. This shortening of the line can cause some additional creature powers to trigger. Leaving that Forest Creature in first position isn't as safe as it used to be! Scheduled to ship in October 2021.

RMA 112 .....\$12.00

### SET A WATCH: SWORDS OF THE COIN

*Set a Watch: Swords of the Coin* is both a standalone game for 1-4 players and an expansion that can be combined with the original cooperative game. Featuring all new characters, this bunch of adventurers has to be motivated to work together. Every round you will visit all new locations and pick an adventurer to rest and get paid to take camp actions. You can use this coin to purchase powerful items from the new Merchant board and item deck. These items will assist the rest of the party on watch as they battle a line of all new creatures trying to make their way into camp. It is still a battle to keep the campfire burning! Use your wits and skill to fight for the lightor all will perish in the darkness. Scheduled to ship in October 2021.

RMA 111 .....\$39.00



## ROWAN ROOK AND DECARD



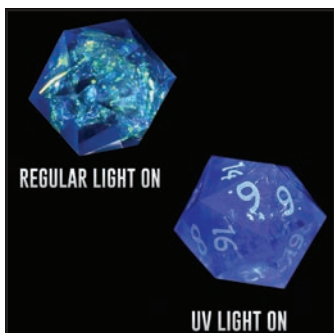
### UNBOUND CORE RULEBOOK

*Unbound* is a rules-light game of worldbuilding, storytelling, tactical combat and pulp action that will give you the best session zero you've ever had. As players make their characters by choosing three modular elements, the GM will craft their adversaries, the world, and the adventure at the same time by asking the players questions related to the abilities and roles they choose. In an hour or so, you'll have a setting ripe for exploration and plenty of mysteries to solve. Each player uses their own deck of standard playing cards which are marked and modified over the course of a campaign

to represent their character - as well as their hit points, their glories, their weaknesses and their overall skill level. Scheduled to ship in August 2021.

RRD UNBOUPE .....\$35.00

## SIRIUS DICE



### RPG DICE SETS (7): CLOAK & DAGGER

BLUE  
SDZ 0010-01 .....PI

CLEAR  
SDZ 0010-04 .....PI



## 2ND ANNIVERSARY BUNDLE

### SIRIUS DICE 2ND ANNIVERSARY BUNDLE

SDZ 0000-10 .....PI

## TEETURTLE

## SPOTLIGHT ON



### REVERSIBLE OCTOPUS PLUSHIE: DAY/NIGHT

Show your mood without saying a word with a reversible plushie! Squish often, cuddle daily!

TET 2485-TY-PLV1 .....PI

## SPOTLIGHT ON

### TIC TAC K.O. - DRAGONS VS UNICORNS

In this 2-4 player game, you'll join one of two teams to duke it out in the ultimate brawl! *Tic Tac KO* is a quick-to-learn card game that puts a diabolical twist on Tic Tac Toe, letting you smack your opponents to the side as you claim squares in your quest for victory. Mix and match teams from different box sets to determine the true victor! Scheduled to ship in August 2021.

TET 5864-TTK-BSG1 .....PI



## THREE NAIL GAMES



### SEA OF PLUNDER

In *Sea of Plunder* you will attempt to use wise hand management to race your opponents to the elusive and very valuable treasure islands. Also swing by the port cities to pick up 4 different types of goods to score major points through set collection. Use your discard to direct the pirates into your opponents path. Even when your competitors or unexpected event cards foil your plan, it is easy to make a new

one with the help of magical compass tokens and multi-use cards! *Sea of Plunder* has high replayability due to its multiple available player powers, multi-use card, and amazing combos! Scheduled to ship in September 2021.

TXG 0101 .....PI



# FADING SUNS RPG

Scheduled to ship in August 2021.



## CHARACTER BOOK

It is the sixth millennium. Humanity spread across the stars and built a republic of advanced technology and universal emancipation - and then squandered it, fought over it, and lost it. As the light of the stars began to slowly fade, a New Dark Age descended upon the Known Worlds. Then, from the ashes of war and ruin, Emperor Alexius rose to power and ushered in a new era of hope. He calls now for brave knights, wise priests, and resourceful guilders to bring his peace to all the worlds, known and unknown. The Character Book presents the game system and player characters for *Fading Suns*.

ULI US84001 .....\$49.99



## CORE BOOKS SLIPCASE

A sturdy slipcase designed to hold all three of the core books. This set includes the *Universe Book*, the *Gamemaster Book* and the *Character Book*. It is the sixth millennium. Humanity spread across the stars and built a republic of advanced technology and universal emancipation and then squandered it, fought over it, and lost it. As the light of the stars began to slowly fade, a New Dark Age descended upon the Known Worlds. Then, from the ashes of war and ruin, Emperor Alexius rose to power and ushered in a new era of hope. He calls now for brave knights, wise priests, and resourceful guilders to bring his peace to all the worlds, known and unknown.

ULI US84029 .....\$129.99



## CLOTH PLAY MAT - JUMPWEB MAP

A 600mm x 740mm cloth version of the Jumpweb and Table Playmat. Dress your table in style, or display it on your wall.

ULI US84019 .....\$19.99



## DELUXE METAL TOKENS

This set of 50 metal Wyrd and Victory Point tokens will feel very satisfying to earn and spend at the table! Comes with a cloth bag to keep your tokens and table protected!

ULI US84012 .....\$39.99



## DELUXE PLAY MAT - GEMMASTER

Just as the Pancreator orders the universe, you can bring order to your play experience with the *Fading Suns Deluxe Playmat*. Your neoprene mat helps you to keep track of all the tokens in your characters cache and your bank. You can also track the number of Revivals and Surges you have available, as well as mark whether your character is Overloaded with too much high technology. The standard playmat works for any character type, or you can choose unique mats for nobles, priests, merchants, and yeomen. The gamemaster gets their own mat, allowing them to track two Headliner NPCs at the same time. A poster-sized jumpweb map displays the planetary systems of the Known Worlds and provides a place for keeping your troupes wyrd-point coffer and the shared victory-point well.

ULI US84018 .....\$19.99

# My

# FARM SHOP

8+

30-45

2-4

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**FACTION BOOK**

Yearning to Rise The Royal Houses, the Church, and the Merchant League conspire to control all avenues of power. Despite centuries of rule, they just can't manage it all. A number of minor noble houses still exist, clinging to dwindling fiefs and fading titles, resisting other houses attempts to subsume them. Smaller orders and sects strive to gain converts among the forlorn, forgotten, and heretical. Minor guilds eke out livings beneath the shadows of the League giants, selling wares and services the big guilds ignore. The *Faction Book* presents the minor houses, minor sects, and minor guilds of the *Fading Suns* universe.

ULI US84004 ..... \$29.99



**GAMEMASTERS BOOK**

It is the sixth millennium. Humanity spread across the stars and built a republic of advanced technology and universal emancipation and then squandered it, fought over it, and lost it. As the light of the stars began to slowly fade, a New Dark Age descended upon the Known Worlds. Then, from the ashes of war and ruin, Emperor Alexius rose to power and ushered in a new era of hope. He calls now for brave knights, wise priests, and resourceful guilders to bring his peace to all the worlds, known and unknown. The *Gamemaster Book* presents people, places, and plots for *Fading Suns*. Herein are guidelines for creating dramas for the player troupe and how to populate them with all manner of non-player-character allies, rivals, and foils.

ULI US84002 ..... \$34.99



**HOUSE HAWKWOOD - IMPERIAL DOSSIER**

House Hawkwood saw one of its own become emperor, only to be sidelined by Alexius in his bid to win the favor of all the Royal Houses. No matter. The Hawkwoods have remained ever stoic and unyielding before the tides of time and trouble. After withstanding years of raids by the Vuldrok, it is their turn to expand into the barbarians worlds and take back their lost glory. The *Imperial Dossier* series examines in-depth the main factions of the *Fading Suns* universe. Each book serves as a primer on a single faction, commissioned by the empire for its diplomats, bureaucrats, soldiers, star-sailors, Questing Knights, and their Cohorts, with commentary from the Imperial Eye.

ULI US84005 ..... \$19.99



**INTRIGUES & ESCAPADES**

Nobles, priests, and merchants constantly vie for supremacy in a variety of intrigues that inevitably lead to risky escapades kidnappings, rescues, heists for troupes caught in their webs. Scheming is a daily regimen for nobles, who spend inordinate amounts of time planning their latest move with panache and style. Priests use the Pancreators Grace as a bartering chip to access, ideological supremacy, and even sinecures to wealthy ministries. And dont discount the merchants: whoever has the gold makes the rules, but whoever handles the gold can charge a hefty service fee. *Intrigues & Escapades* unveils the conspiracy customs among nobles, priests, and merchants, showing how some are raised from birth to scheme while others learn from hard knocks.

ULI US84010 ..... \$34.99

**GAMEMASTER SCREEN**

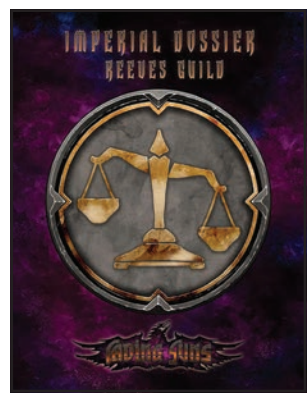
Adventure Beckons The Known Worlds and beyond host many dangers all of which can be resolved using the charts provided in this sturdy, four-panel Gamemaster Screen. Herein are the most useful rules and charts: sequence of play, VP costs, Resistance ratings, environmental conditions, ranks, and more. Also included are punch-sheet tokens for victory points and wyrd points, making it easy to gain and spend these action resources during play.

ULI US84008 ..... \$24.99

**PLAY KIT**

Herein is a collection of fun and illuminating play aids to spice up any *Fading Suns* game, including: Jumpweb Map & Central Play Map, Player Mats, Token Punch Sheet, Action Booklet, Dramatis Personae, and Character Sheet Pad.

ULI US84009 ..... \$24.99



**REEVES GUILD - IMPERIAL DOSSIER**

Somebody's got to do the paperwork, and the Reeves do it quite well so well that they are the de facto bankers of the Known Worlds and probably one of the richest factions in the universe. Few realize just how wealthy they've become through their loans to noble houses. Just about everybody owes the Reeves, and when a Reeve comes calling in favors, few dare deny them: their debt collectors are feared on every planet, moon, and asteroid. Most people, however, know the Reeves as lawyers, legal-eagles, and justice-seeking firebrands, defending the high and the low alike from their accusers. The *Imperial Dossier* series examines in-depth the main factions of the *Fading Suns* universe.

ULI US84007 ..... \$19.99



**UNIVERSE BOOK**

It is the sixth millennium. Humanity spread across the stars and built a republic of advanced technology and universal emancipation and then squandered it, fought over it, and lost it. As the light of the stars began to slowly fade, a New Dark Age descended upon the Known Worlds. Then, from the ashes of war and ruin, Emperor Alexius rose to power and ushered in a new era of hope. He calls now for brave knights, wise priests, and resourceful guilders to bring his peace to all the worlds, known and unknown. The *Universe Book* presents the setting for *Fading Suns*: its history, society, and astrogeography. Herein you will encounter nobles, priests, guilders, aliens, psychics, cyborgs, and more.

ULI US84000 ..... \$34.99



**STATE & PERK CARD SET**

This Card Set includes 307 Cards with all the physical, mental, social, and technological status effects, as well as handy reference cards for every perk in the *Fading Suns* Character Book.

ULI US84013 ..... \$24.99

**FADING SUNS RPG: URTH ORTHODOX-IMPERIAL DOSSIER**

The Law of Heaven Priests of the Orthodoxy from the ostentatious bishops of the capital cities to the humble parish priests in the most poverty-stricken fiefs are found throughout the Known Worlds. While this ruling sect of the Universal Church has gained a reputation for cunning political maneuvers, most of its priests know little of such things, being entirely too busy protecting the souls of the simple faithful. While many may spurn the Orthodoxy for its overtly political role, when tragedy strikes, it is the Orthodoxy they return to for consolation. The *Imperial Dossier* series examines in-depth the main factions of the *Fading Suns* universe.

ULI US84006 ..... \$19.99







**10 DICE**

Everything starts with the roll of a die! Each round, you roll a total of 10 dice. The dice, and the words on them, will inspire you! The goal is to come up with an idea born from the association of the number of words listed on the board. That idea can be whatever you want: an object, a character, a location, a title...there's no limit! Scheduled to ship in July 2021.  
UPI 10244.....PI



**ASCENSION: YEAR SIX COLLECTOR'S EDITION**

Celebrate the 6th Year of Ascension with the latest *Collector's Edition*! Gift of the Elements and Valley of the Ancients are re-released with their promotional cards and original cards finished in premium foil. Scheduled to ship in August 2021.  
UPI 10178.....PI

**DUNGEONS & DRAGONS: COPPER AND GREEN**

Scheduled to ship in September 2021.



**D20 DICE BAG**

UPI 18784.....PI



**D20 JUMBO PLUSH**

UPI 18785.....PI

**DUNGEONS & DRAGONS RPG: HEAVY METAL COPPER AND GREEN**

Scheduled to ship in September 2021.



**D20 DICE SET**

UPI 18782.....PI

**D6 DICE SET**

UPI 18783.....PI



**RPG DICE SET**

UPI 18781.....PI

Johannes Sich  
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Includes everything you need to play the game!

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12+ | 15-45 | 1-4

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## DUNGEONS & DRAGONS RPG: TREASURE NEST

Scheduled to ship in August 2021.



**BEHOLDER**

UPI 18610.....PI



**LICH**

UPI 18609.....PI



**FIRE GIANT**

UPI 18611.....PI



**MIND FLAYER**

UPI 18612.....PI

# DUNGEONS & DRAGONS

## ADVENTURES IN THE FORGOTTEN REALMS

### MAGIC THE GATHERING CCG: COMMANDER ADVENTURES IN THE FORGOTTEN REALMS

Scheduled to ship in July 2021.

#### PLAYMAT V1

UPI 18769.....PI

#### PLAYMAT V2

UPI 18770.....PI

#### PLAYMAT V3

UPI 18771.....PI

#### PLAYMAT V4

UPI 18772.....PI

#### PRO 100+ DECK BOX AND 100CT SLEEVES V1

UPI 18773.....PI

#### PRO 100+ DECK BOX AND 100CT SLEEVES V2

UPI 18774.....PI

#### PRO 100+ DECK BOX AND 100CT SLEEVES V3

UPI 18775.....PI

#### PRO 100+ DECK BOX AND 100CT SLEEVES V4

UPI 18776.....PI

# INNISTRAD

## MIDNIGHT HUNT

### MAGIC THE GATHERING CCG:

#### COMMANDER INNISTRAD MIDNIGHT HUNT

Scheduled to ship in September 2021.

#### PLAYMAT V1

UPI 18837.....PI

#### PLAYMAT V2

UPI 18838.....PI

#### PRO 100+ DECK BOX AND 100CT SLEEVES V1

UPI 18839.....PI

#### PRO 100+ DECK BOX AND 100CT SLEEVES V2

UPI 18840.....PI

# INNISTRAD

## CRIMSON VOW

### MAGIC THE GATHERING CCG: COMMANDER INNISTRAD CRIMSON VOW

Scheduled to ship in November 2021.

#### PLAYMAT V1

UPI 19227.....PI

#### PLAYMAT V2

UPI 19228.....PI

#### PRO 100+ DECK BOX AND 100CT SLEEVES V1

UPI 19229.....PI

#### PRO 100+ DECK BOX AND 100CT SLEEVES V2

UPI 19230.....PI

#### 100CT SLEEVES V1

UPI 19212.....PI

#### 100CT SLEEVES V2

UPI 19213.....PI

#### 100CT SLEEVES V3

UPI 19214.....PI

#### 100CT SLEEVES V4

UPI 19215.....PI

#### 100CT SLEEVES V5

UPI 19216.....PI

#### 100CT SLEEVES V6

UPI 19217.....PI

#### 100+ DECK BOX V2

UPI 19207.....PI

#### 100+ DECK BOX V3

UPI 19208.....PI

#### 100+ DECK BOX V4

UPI 19209.....PI

#### 100+ DECK BOX V5

UPI 19210.....PI

#### 100+ DECK BOX V6

UPI 19211.....PI

#### 6' TABLE PLAYMAT

UPI 19200.....PI

#### 8' TABLE PLAYMAT

UPI 19201.....PI

#### ALCOVE FLIP V1

UPI 19206.....PI

#### PLAYMAT A

UPI 19220.....PI

#### PLAYMAT B

UPI 19221.....PI

#### PLAYMAT C

UPI 19222.....PI

#### PLAYMAT D

UPI 19223.....PI

#### PLAYMAT E

UPI 19224.....PI

#### PLAYMAT F

UPI 19225.....PI

#### PLAYMAT G

UPI 19226.....PI

#### PRO-BINDER 12-POCKET

UPI 19203.....PI

#### PRO-BINDER 9-POCKET

UPI 19202.....PI

#### STITCHED PLAYMAT V1

UPI 19218.....PI

#### STITCHED PLAYMAT V2

UPI 19219.....PI

#### WALL SCROLL V1

UPI 19204.....PI

#### WALL SCROLL V2

UPI 19205.....PI

### POKÉMON TCG: 25TH CELEBRATION

Scheduled to ship in November 2021.



**PRO-BINDER**

UPI 15823.....PI



**DECK BOX**

UPI 15775.....PI

### POKÉMON TCG

Scheduled to ship in August 2021.



**PIKACHU DELUXE GAMING TROVE**

UPI 15761.....PI





## REVELATIONS

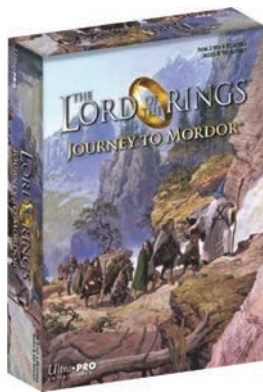
How well do you think you know your loved ones, and how well do they know you? How would you react if you found out that 'Your friends think your mom is hot'? Would you feel 'Pride', 'Disgust', or 'Amusement'? In this cooperative game, choose the emotion you feel best represents your reaction to a given situation, then try to determine how the other players would feel. Keep track of your empathy and knowledge of each other with the empathy track on the gameboard. At the end of the game, evaluate the level of empathy that you and the other players have toward one another. Discover yourself and loved ones through sassy, steamy and witty situations. An adult party game with over 300 situations to play through! Scheduled to ship in July 2021.

UPE 10245.....PI

## THE LORD OF THE RINGS: BATTLE FOR MIDDLE EARTH

Fight along side your favorite heroes from JRR Tolkien's high fantasy classic, *The Lord of the Rings*, against the powerful forces of Sauron in *The Battle for Middle-earth*. To defeat your enemies, you must create your own Fellowships of Companion Cards and send them into battle. Despite having numerous Companions to aid your attack, the Eye of Sauron is always vigilant and you must beware of a Counterattack by the Enemies of Mordor. The player who defeats the most dangerous Enemies, and collects the greatest number of victory points, wins the game. Scheduled to ship in July 2021.

UPE 10892.....PI



## THE LORD OF THE RINGS: JOURNEY TO MORDOR

Sauron threatens to push Middle-earth into eternal darkness in his desire for the One Ring. All hope lies on Frodo Baggins and his friends from the Shire. Your task: Bring the One Ring to Mordor, then destroy it in Mount Doom. Scheduled to ship in July 2021.

UPE 10893.....PI

## UPPER DECK

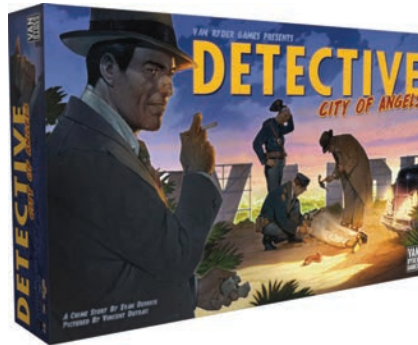


## LEGENDARY DBG: 007 - A JAMES BOND DECK BUILDING GAME - THE SPY WHO LOVED ME EXPANSION

*Legendary* expands the exciting world of secret agents with the second expansion to Bond, James Bond! This expansion comes with 120 playable cards featuring images from the Bond movie, *The Spy Who Loved Me*! The game will be the second in a series of expansions that will expand on *Legendary Bond* one action-packed movie at a time. Bond will be joined in his fight against SPECTRE by top Russian secret agent Anya Amasova and allies like Q, M, Gen. Gogol. And how could we forget those fabulous Q Branch gadgets not to mention that amazing submersible car! Battle the ruthless Karl Stromberg and his various SPECTRE agents as well as one of Bond's greatest foes, the indestructible Jaws. Scheduled to ship in August 2021.

UDC 95366.....PI

## VAN RYDER GAMES



## DETECTIVE CITY OF ANGELS

*Detective: City of Angels*, set in the dark and violent world of 1940s Los Angeles, is a game of mystery, deception, and investigation for 15 players. Most players will step into the shoes of LAPD homicide detectives, hungry for glory and willing to do whatever it takes to successfully close a case, even if that means intimidating suspects, concealing evidence, and hiring snitches to rat on their fellow

detectives. One player, however, will take on the role of The Chisel, whose only goal is to stall and misdirect the detectives at every turn using bluffing, manipulation, and (often) outright lies. Will one detective rise above the rest and close the case on L.A.'s latest high profile murder? Or will The Chisel sow enough doubt and confusion to prevent the detectives from solving the crime?

VRG 007.....PI

## DETECTIVE CITY OF ANGELS: BULLETS OVER HOLLYWOOD EXPANSION

This expansion for the narrative board game *Detective: City of Angels* includes 4 all-new Cases, 200 Cards to expand your investigative gameplay.

VRG 107.....PI



## DETECTIVE CITY OF ANGELS: CLOAK AND DAGGERED EXPANSION

In this thrilling stand-alone case for Van Ryder Games award winning *Detective: City of Angels*, players must solve a diabolical mystery involving Russian spies and shadowy G-Men. Did Jack Sonin die of natural causes, or are there more nefarious agents behind his untimely demise? *Cloak & Daggered* is the perfect expansion to pull players back into the dangerous world of the City of Angels! Scheduled to ship in October 2021.

VRG 007SC001.....PI



## DETECTIVE CITY OF ANGELS: SMOKE AND MIRRORS EXPANSION

This is an all new expansion for *Detective: City of Angels*. *Smoke and Mirrors* adds the hardest cases our intrepid Detectives have had to solve so far. Do you have what it takes to see through the Smoke and Mirrors?

VRG 207.....PI



## GRAPHIC NOVEL ADVENTURES

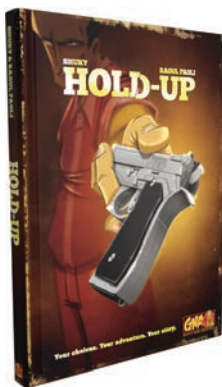


## THE CURSED ISLE

On your last adventure, a mysterious parrot, with a parchment hung on his leg, landed on your captain's shoulder. It is certainly not one of those treasure cards as found in all pirate books. No! This is a message to you. A curse seems to have touched the people of a remote and remote island, and they are desperate for the person who could help them. And if it were you?

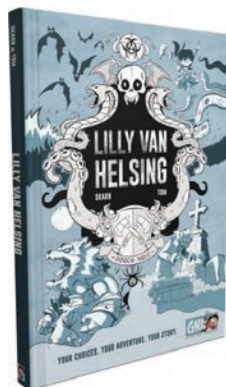
VRG GNA11.....\$22.99



**HOLD UP**

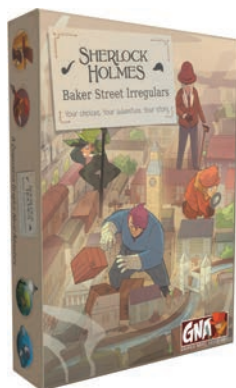
Elliot got out of jail and works at the gas station that belonged to his adoptive father. As a bandit, it is this place that you decide to rob... and as much we hate to tell you that, you fail badly! Luckily, Elliot has you in the right, and agrees to teach you the basics of the job. But before, you will have to prove yourself! Choose the places to point, select your equipment and sharpen your skills to become the biggest gangster in the United States.

VRG GNA13.....\$22.99

**LILLY VAN HELSING**

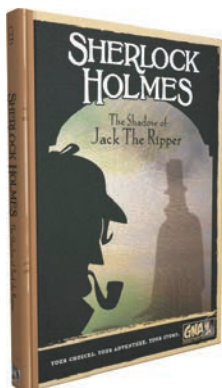
A specialized team deals with violent werewolves, terrorist vampires or dangerous plants... *Lilly Van Helsing* is a comic combined with a game. You embody a character in a immersive story in which your choices guide your progress. You have a character sheet akin to those used in role-playing games that tracks your possessions, your special abilities, your coins, and your victory points. In general, gameplay consists in following the comic's panels which contain clues, riddles and traps and making choices about where to go and what to do, while using your visual perception to collect clues and be smart enough to resolve the riddles. As in any game, you can lose sometimes really badly!

VRG GNA12.....\$22.99

**SHERLOCK HOLMES - BAKER STREET IRREGULARS**

*Sherlock Holmes: Baker Street Irregulars* is the next cooperative *Graphic Novel Adventures* game. Featuring Wiggins and his friends, The Baker Street Irregulars, you must solve four different kinds of cases for Sherlock Holmes to prove your worth. You'll come across various criminal foes to test both your might and wits, as well as a myriad of puzzles and enigmas. Only with steadfast resolve and quick wits can you emerge victorious. After all, it's your story, your choices, your adventure.

VRG GNABSI.....\$29.99

**SHERLOCK HOLMES - THE SHADOW OF JACK THE RIPPER**

Further murders are taking place in London's Whitechapel district. Inspector Lestrade receives mysterious letters claiming the crimes, which are signed... Jack the Ripper! Ten years after his disappearance, is the serial killer back? Play as Holmes or Watson, locate yourself on the map of the neighborhood and discover the final word of this enigma, because you are the hero! *Sherlock Holmes: The Shadow of Jack the Ripper* is a comic combined with a game.

VRG GNA15.....\$22.99

**YOUR THEME PARK**

Have you always dreamed of building and managing an amusement park? *Your Theme Park* is for you! In this comic book of which you are the hero, build your park, make it evolve by improving your attractions, your shops and your decorations. Expand it by buying plots and unlocking hundreds of bonuses.... *Your Theme Park* is a comic combined with a game.

VRG GNA14.....\$22.99

**HOSTAGE NEGOTIATOR****ABDUCTOR PACK 1**

This is a 15 card expansion pack for use with the *Hostage Negotiator* base game. You will face off with the head of a mega corporation who has just seen his empire crumble and been 'asked' by the Board of Directors to step down. Now he has taken the board members hostage and will not release them until he gets what he wants. This *Abductor Pack* includes a new Abductor, new Terror Cards (including Abductor Specific Terror Cards), and a new type of Conversation Card called 'Internal Influence'. The Internal Influence cards represent that you have a secret way of communicating with one of the Hostages! But don't let the Abductor find out or you will lose access to the cards!

VRG AP1.....\$8.99

**ABDUCTOR PACK 3**

This time it's different. A member of your own police force has taken hostages. He claims he's being framed for the recent murder of the Chief and you're the only one who believes him. Some of the hostages are starting to sympathize with him, making your job more difficult. Everything is riding on your shoulders. In this exciting new abductor pack you will have to deal with hostages who get Stockholm Syndrome, which means they identify with the hostage taker. Saving those that want to be saved is hard enough! Will you be up to this new challenge?

VRG AP3.....\$8.99

**ABDUCTOR PACK 2**

In *Abductor Pack 2*, you will face off with not one, but TWO Abductors! The Pedersen Twins are trapped in a Port Authority office after a rival tipped off the Feds to one of their smuggling operations. But they have Hostages and don't plan to go quietly... This *Abductor Pack* adds an addition 2 Abductors and their Demands, a few Terror Cards, and a new card type called 'Decide' Cards that will have you choose between a couple different options when faced with a difficult situation.

VRG AP2.....\$8.99

**ABDUCTOR PACK 4**

The abductor has hijacked a bus full of people and is making a run for the border. You'll be forced to employ tactics you've never used before and deal with the challenges of negotiating in different locations. Are you up to the challenge? Innocent lives are depending on you. In this exciting new *Abductor Pack* you will have to deal with a new card type: Location Cards! The abductor's bus will need to be stopped and the all new Tactics Cards are just the things you'll need to set up a road block or create a diversion. Its high speed negotiation just waiting for you!

VRG AP4.....\$8.99

**ABDUCTOR PACK 9**

Misha Koskiken is the poster child for sensationalism gone wrong in the best of times, but today things spiraled out of control. Her opponents snuck into an event and threatened her, so she incited her loyal devotees to violence. Now you have to interject between these two groups before things spiral further out of control. In this thrilling new expansion for *Hostage Negotiator*, the Abductor isn't getting her own hands dirty, she has a flock of loyal fans to do it for her. You'll have to manage her petty tendencies and keep her paranoia in check before she ends up igniting this powder keg. This *Abductor pack* is a 15 card expansion compatible with both *Hostage Negotiator* and *Hostage Negotiator: Crime Wave*.

VRG AP9.....\$8.99







#### DEMAND PACK 2

An entire pack of 16 all-new cards to use with the abductors featured in *Crime Wave* (Barrett, Lijah, and Renesha), as well as abductors in *Abductor Packs* #5-8 (Cult of Automa, the Seavers, Valerie Stone, and Sammy X)! Just like *Demand Pack #1*, this will bring a whole new challenge to abductors you've faced in the past!

VRG DP2.....\$8.99

#### POPCORN DICE

*Popcorn Dice* is a fast & fun dice game for the whole family! Roll your dice to pop your popcorn, but careful not to let it burn. Each popcorn rolled is one point and double pops are worth two, kernels go back to be rolled again. If you roll 4 burnt popcorns you bust and don't score any points for the round, but you can mitigate them by using a double pop to cancel a burnt pop. After each roll, decide to stop and score or press your luck and roll again. Score 30 points or pop the perfect bowl of popcorn (all pop or double pop results) to win! Scheduled to ship in July 2021.

VRG 010.....\$14.99



#### SALOON TYCOON: SECOND EDITION

*Saloon Tycoon 2nd Edition* brings refined mechanics and scoring. *Saloon Tycoon* now features expanded component counts to build even bigger saloons, a bigger scoreboard and improved game play and scoring. Scheduled to ship in September 2021.

VRG 005-2.....\$59.99

#### WIZARDS OF THE COAST



### FEATURED ITEM

# DUNGEONS & DRAGONS STRIXHAVEN

## A CURRICULUM OF CHAOS

### DUNGEONS & DRAGONS RPG: STRIXHAVEN - CURRICULUM OF CHAOS

*Curriculum of Chaos* is an upcoming D&D release set in the *Magic: The Gathering* world of Strixhaven.

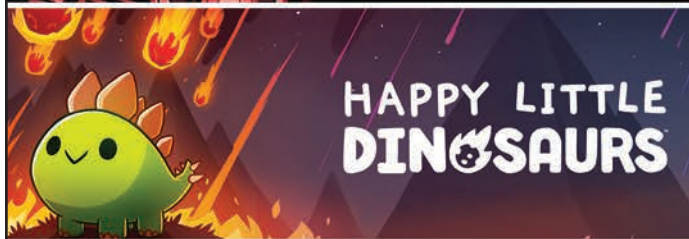
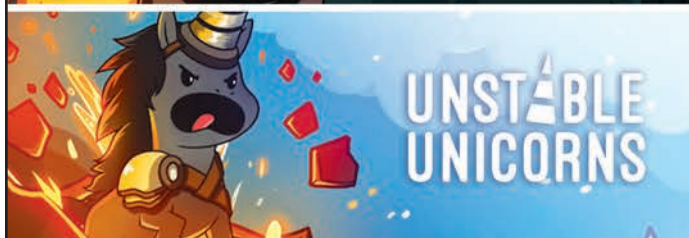
#### HARDCOVER

WOC D01470000.....\$49.95

#### HARDCOVER -ALTERNATE COVER

WOC D01480000.....\$49.95

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# FEATURED ITEM



## DUNGEONS & DRAGONS RPG: THE WILD BEYOND THE WITCHLIGHT - A FEYWILD ADVENTURE

The *Wild Beyond the Witchlight* is D&D's next big adventure storyline that brings the wicked whimsy of the Feywild to fifth edition for the first time.

**HARDCOVER**

WOC C92760000.....\$49.95

**HARDCOVER -ALTERNATE COVER**

WOC C92770000.....\$49.95

## WIZKIDS/NECA

### DUNGEONS & DRAGONS FANTASY MINIATURES:

#### ICONS OF THE REALMS

Scheduled to ship in August 2021.

## SPOTLIGHT ON



### ORC WARBAND

The D&D *Icons of the Realms: Orc Warband* contains eight of the iconic D&D foe for your adventurers to battle! Dungeon Masters can quickly build new encounters for their players with the awesome mix of Orcs, to keep play sessions exciting over multiple campaigns. With its non-blind packaging, building a quick Orc army is quick and simple! The most influential fantasy roleplaying game in the world has never been easier to bring to the tabletop, with the all-new Warbands!

WZK 96074.....\$44.99

### DUNGEONS & DRAGONS FANTASY MINIATURES:

#### ICONS OF THE REALMS PREMIUM FIGURES W7

Scheduled to ship in August 2021.



### FEMALE DWARF WIZARD

WZK 93056.....\$7.99



### FEMALE ELF SORCERER

WZK 93053.....\$7.99



### FEMALE HUMAN BARBARIAN

WZK 93052.....\$7.99



### MALE HALF-ELF BARD

WZK 93057.....\$7.99



### FEMALE HUMAN DRUID

WZK 93054.....\$7.99



### MALE HUMAN FIGHTER

WZK 93059.....\$7.99



### FEMALE SHIFTER ROGUE

WZK 93055.....\$7.99



### MALE HUMAN PALADIN

WZK 93058.....\$7.99



### MALE ELF RANGER

WZK 93061.....\$7.99



### MALE WARFORGED FIGHTER

WZK 93060.....\$7.99



# FEATURED ITEM



## DUNGEONS & DRAGONS ICONS OF THE REALMS - THE WILD BEYOND THE WITCHLIGHT

Scheduled to ship in October 2021.

**BOOSTER BRICK (8)**

WZK 96091.....\$159.92





## FEATURED ITEM



# ICONS OF THE REALMS

## DUNGEONS & DRAGONS ICONS OF THE REALMS - THE WILD BEYOND THE WITCHLIGHT

Scheduled to ship in October 2021.

PREMIUM SET 1 WZK 96093.....	\$79.99
PREMIUM SET 2 WZK 96100.....	\$79.99
STARTER SET 1 WZK 96096 .....	\$29.99
STARTER SET 2 WZK 96097 .....	\$29.99



### PATHFINDER BATTLES: ADVANCED ICONIC HEROES

*Pathfinder Battles: Advanced Iconic Heroes* includes 8 all-new miniatures featuring famous personalities from the Pathfinder Second Edition Jirelle, Korakai, Feiya, Daji, Quinn, Seltyiel, Ija, and Tuku joining the ranks of Pathfinder Iconics! Each of these miniatures is an all-new sculpt and will feature a dynamic pose, incredible detail, and a premium paint job. Scheduled to ship in September 2021.

WZK 97527 .....\$49.99

### TURBO SLEUTH

*Turbo Sleuth* is a puzzle speed solving game. Compete simultaneously to find the solution! Take the Case: Choose one of 5 cases to solve, with dozens of possible solutions depending on which cards are drawn! Survey the Scene: Search quickly for the right clues! Some might look right at first glance, but will lead you astray... Accuse the Culprit: Lock in your answer fast to solve the mystery, and score the most points! Only the first few players may attempt to solve the case, but a rush to a hasty wrong judgement, and the murderer will up the ante for the next round! Nab the culprit before time runs out! Scheduled to ship in August 2021.

WZK 87534.....\$19.99



### WARLOCK TILES: ACCESSORIES

Scheduled to ship in September 2021.

## SPOTLIGHT ON



### DRIPTONE BRIDGES

Spanning high in the darkness of vast caverns, sturdy natural bridges (and precarious rope and plank bridges) arch across stretches of open air, reachable by clambering up sturdy, but precarious pillars.

WZK 16548.....\$49.99

## SPOTLIGHT ON



### STALACTITES & STALAGMITES

Naturally occurring formations that normally take decades, even centuries to form, these impressive spires may be arranged and configured to span from floor to ceiling, forming impressive spires and delicate columns.

WZK 16547.....\$49.99

## WYVERN GAMING

### STARGATE SG-1 RPG

Scheduled to ship in September 2021.



### CORE RULEBOOK

Greetings, Traveler. You've been recruited by Stargate Command (SGC) to defend the galaxy against the Goa'uld System Lords. Stationed at the secret Phoenix Site, you now embark upon your training within the Stargate program. Each adventure through the Stargate opens a journey to known and unknown worlds where the future of civilizations may be decided. Your decision to join our cause is greatly appreciated by the Tauri and the people of the Milky Way galaxy. This Core Rulebook will serve as your guide. Use it to aid in your training for our explorations and in battles to come.

#### REGULAR EDITION

WYV 006001.....\$59.99

#### SPECIAL EDITION

WYV 006002.....\$89.99



### DETERMINATION POINTS

25 Official *Stargate SG-1* Roleplaying game Poker Chips suitable for wagering with the Determination Point mechanic for Plot encounters.

WYV 006016.....\$14.99



### DICE

WYV 006018.....\$24.99



### GATE MASTER SCREEN

Three-panel landscape format GM Screen with vital game system reference tables on one side and art on the player-facing side.

WYV 006017.....\$14.99



### ITEM CARDS

Physical cards with the items from the core rulebook. Each card will have art and stats for in-game use.

WYV 006019.....\$14.99



# GRAPHIC NOVELS

## ACTION LAB ENTERTAINMENT



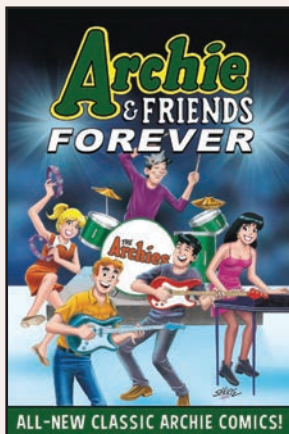
### MIRACULOUS TALES LADYBUG CAT NOIR TP S1 VOL 01 ORIGINS

Every story has a beginning. Discover how Marinette and Adrien, two high school students practically like everyone else, become Ladybug and Cat Noir, and why Hawk Moth is their sworn enemy. This is the perfect jumping on point for new readers! Scheduled to ship in October 2021.

DIA STL019877 .....\$9.99

## ARCHIE COMIC PUBLICATIONS

### SPOTLIGHT ON



### ARCHIE & FRIENDS FOREVER TP

When Archie and his friends get together, there's always an adventure to be had! From musical endeavors to epic beach parties, from school shenanigans to travelling the globe, there's never a dull moment with Archie and his Riverdale pals 'n' gals! Scheduled to ship in October 2021.

DIA STL159239 .....\$12.99

## BOOM ENTERTAINMENT



### FEATURED ITEM



### MAGIC THE GATHERING LTD SLIPCASE ED HC VOL 01

Who is behind the attacks on three of Ravnica's planeswalkers? Across the vast Multiverse, those gifted with a spark can tap into the raw power of Magic and travel across realms they are Planeswalkers, and they are being targeted. When coordinated assassination attempts on Guildmasters Ral Zarek, Vraska, and Kaya rock the city of Ravnica leaving Jace Belerens life hanging in the balance, a fuse is lit that threatens not just these three Guilds, but the entire plane of Ravnica. Scheduled to ship in October 2021.

DIA STL192227 .....\$34.99

### BEN 10 ORIGINAL GN MECHA MADNESS

Ben Tennyson isn't your average 10-year-old... he's also the wielder of the Omnitrix, an alien device that allows Ben to shift into ten different alien forms from around the galaxy. Together with his cousin Gwen and Grandpa Max, they protect the world from alien incursions. When Ben's cousin Gwen discovers a mecha-suit left behind by the steampunk villain Steam Smythe, she can't help but fix it back into working condition and test it out. While Ben may not approve, Gwen's new suit may be their only chance of stopping the relentless Steam Smythe and his army of mecha-creatures from clashing with innocent civilians as they hunt down their lost machine. Scheduled to ship in October 2021.

DIA STL124945 .....\$7.99



## CAPSTONE PUBLISHING



### DC SUPER HERO FAIRY TALES AMAZON PRINCESS AND PEA

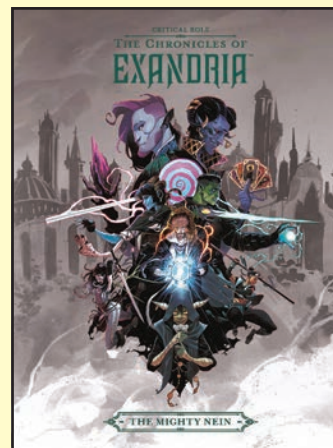
Wonder Woman is ready to fight off the monsters overrunning a remote island kingdom. But there's a problem. The leaders are unimpressed with the Amazon Princess and unconvinced she's the true hero they need. What's worse, Wonder Woman recognizes the attacking creatures are actually Beastiaphorps, created by her nemesis Circe. Yet there's no sign of the sorceress. The only clue is a strange, pea-sized stone that's been hidden under the bed. Can Wonder Woman find the key to ending Circe's spells and prove she's a real hero? In this twisted retelling, DC super heroes and super-villains collide with 'The Princess and the Pea' fairy tale to create an action-packed chapter book for kids! Scheduled to ship in October 2021.

DIA STL191890 .....\$6.95

## DARK HORSE COMICS



### FEATURED ITEM

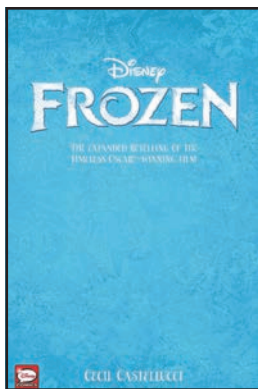


### CRITICAL ROLE CHRONICLES OF EXANDRIA HC VOL 01 MIGHTY NEIN

This hardcover art collection features a wide variety of gorgeous illustrations from the Critical Role fan community paired with text by cast members Liam O'Brien and Taliesin Jaffe. Journey through Wildemount alongside the motley group known as the Mighty Nein! Encompassing the first portion of Critical Role's second campaign, this tome illustrates the adventures of our unlikely heroes as they meet in Trostenwald, struggle through a heartbreaking encounter with the Iron Shepherds, and much more. Scheduled to ship in October 2021.

DIA STL126581 .....\$44.99





### DISNEY FROZEN TP VOL 01

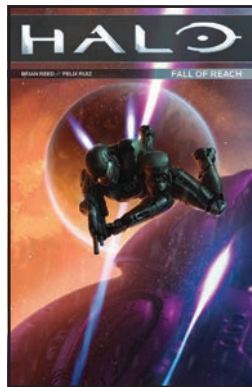
Discover more about Anna and Elsa, from their perspectives, in this expanded retelling of the timeless Oscar-winning film. Experience the captivating story of family, love, and acceptance all over again! Scheduled to ship in October 2021.

DIA STL128097 .....\$12.99

### HALO FALL OF REACH TP

In the year 2517, humanity's last hope is with Dr. Catherine Halsey, the SPARTAN-II program, and one six-year-old boy: John-117. Kidnapped and ruthlessly trained, John endures and rises as the leader of the Spartans: he becomes the Master Chief! These legendary heroes are entrusted with stopping the Covenant at all costs but will their harrowing biological augmentation and unparalleled MJOLNIR armor be enough to rise to victory? Scheduled to ship in October 2021.

DIA STK693510 .....\$24.99



## SPOTLIGHT ON



### HELLBOY TP VOL 01 SEED OF DESTRUCTION

Hellboy, the world's greatest paranormal investigator, is the only thing standing between sanity and insanity as he battles the mystical forces of the netherworld and a truly bizarre plague of frogs. And if he fails, we all fail with him! Hellboy is one of the most celebrated comics series in recent years. The ultimate artists' artist and a great storyteller whose work is in turns haunting, hilarious, and spellbinding. Mike Mignola has won numerous awards in the comics industry and beyond. When strangeness threatens to engulf the world, a strange man will come to save it. Sent to investigate a mystery with supernatural overtones, Hellboy discovers the secrets of his own origins, and his link to the Nazi occultists who promised Hitler a final solution in the form of a demonic avatar. Scheduled to ship in October 2021.

DIA STK520677 .....\$17.99

## DYNAMIC FORCES

### ARMY OF DARKNESS XENA OMNIBUS TP

The cross-over no one expected is back for an Omnibus Encore, combining three volume into one epic book! Too big for the movie or television screen, Dynamite presents the ultimate, kicka\*\* crossover tale as Ash and his Army of Darkness meets Xena, the Warrior Princess! But how can Xena save the world when that chainsaw-wielding knucklehead's every temporal mishap threatens to unravel time itself? Scheduled to ship in October 2021.

DIA STL144172 .....\$29.99



## IDW PUBLISHING

## !!! FEATURED ITEM



### DUNGEONS & DRAGONS FORGOTTEN REALMS HC VOL 01

Forgotten Realms creator Ed Greenwood opens the adventures of an unlikely new band of heroes who get into a bit more trouble than usual in the fabled port city of Waterdeep, but soon discover some of the seedier corners of the wider Realms-the hard way! Joined by artists Lee Ferguson and Sal Buscema, this new series kicks off a deadly tale with a kidnapping that is more-and-less-than it seems. Scheduled to ship in October 2021.

DIA STK473355 .....\$24.99

## SPOTLIGHT ON



### STAR TREK TNG MIRROR UNIVERSE COLL TP

Go into the alternate 'Mirror, Mirror' universe to meet the cold-blooded crew of the I.S.S. Enterprise, and their captain, the ruthless Jean-Luc Picard, in this collection of three graphic novels! Space... The final frontier. These are the voyages of the I.S.S. Enterprise. Its continuing mission: to conquer strange new worlds, to enslave new life and new civilizations... To boldly go where no one has gone before! In the other-dimensional Mirror Universe there is no United Federation of Planets, only a cruel Terran Empire, where advancement comes through assassination, brutality is commonplace, and kindness is a weakness. Collects Mirror Broken, Through the Mirror, and Terra Incognita into one compendium! Scheduled to ship in October 2021.

DIA STL173349 .....\$39.99

## SPOTLIGHT ON

### STAR WARS EMPIRE STRIKES BACK GN

Faithfully bringing events from the series' defining installment to the comics page, read along as Luke Skywalker confronts the legacy of the Jedi; Han, Leia, and Chewie struggle to evade the Empire, encountering danger at every turn; and Vader pursues the Rebellion with greater determination than ever before. Plus, emerges from the shadows a certain 900-year-old Jedi Master does. The epic wonder of a galaxy far, far away with streamlined, young-reader friendly designs! Scheduled to ship in October 2021.

DIA STL105830 .....\$9.99



## GRAPHIC NOVELS

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**TMNT ANIMATED TP VOL 01**

The Teenage Mutant Ninja Turtles are coming out of the sewers and back to your TV screen! And TMNT Animated adapts these kinetic, fast, action-packed episodes into comic book form! Read along and re-live the cartoon action with Leo, Don, Mike, Raph, Splinter, April and Shredder in these young reader volumes. Scheduled to ship in October 2021.  
DIA STK521904.....\$7.99

**TRANSFORMERS VS GI JOE TP VOL 03**

The biggest space battle ever grows to universal proportions! Will the G.I. JOE team and the Autobots make peace before Cobra and the Decepticons end the war the bad way?! Collects issues #1013. Scheduled to ship in October 2021.  
DIA STL009041.....\$19.99

**SPOTLIGHT ON****TRANSFORMERS GI JOE TYRANTS RISE HEROES ARE BORN TP**

Reprints the fan-favorite series set in World War II. Cobra Commander unleashes Megatron and the United States creates the G.I. JOE team to combat them. Scheduled to ship in October 2021.  
DIA STK686838.....\$19.99

**IMAGE COMICS****ASCENDER TP VOL 02**

The hit fantasy series from powerhouse creative team Jeff Lemire & Dustin Nguyen continues! After a bruising attempt to escape from the planet Sampson, Andy finds himself in the clutches of the Militia, which means the murderous Mother can't be far behind. Meanwhile, his daughter Mila has booked passage on a ship piloted by none other than the irascible Captain Telsa. And while Vampires may rule this strange galaxy, they're no match for Kanto, the Blood Scrapper-the most badass vampire hunter in the universe! Collects ASCENDER #6-10. Scheduled to ship in October 2021.  
DIA STL144023.....\$16.99

**FEATURED ITEM****CHEW TP VOL 01**

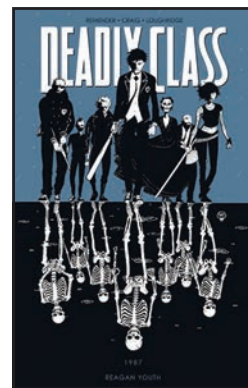
Tony Chu is a detective with a secret. A weird secret. Tony Chu is Cibopathic, which means he gets psychic impressions from whatever he eats. It also means he's a hell of a detective, as long as he doesn't mind nibbling on the corpse of a murder victim to figure out whodunit, and why. He's been brought on by the Special Crimes Division of the FDA, the most powerful law enforcement agency on the planet, to investigate their strangest, sickest, and most bizarre cases. Scheduled to ship in October 2021.  
DIA STK404492.....\$9.99

**CHRONICLES OF HATE COLLECTED ED TP**

In a world where the sun is frozen and the moon burns, an unlikely hero rises to free the Earth Mother from her chains. This isn't a world for the weak. All we know is HATE. Following the massively successful Kickstarter board game based on internationally recognized painter Adrian Smith, *Chronicles Of Hate* is recollected in this oversized trade paperback. Scheduled to ship in October 2021.  
DIA STL101633.....\$29.99

**DEADLY CLASS TP VOL 01 REAGAN YOUTH**

Its 1987. Marcus Lopez hates school. His grades suck. The jocks are hassling his friends. He cant focus in class. But the jocks are the children of Joseph Stalins top assassin, the teachers are members of an ancient league of assassins, the class he's failing is Dismemberment 101, and his crush has a double-digit body count. Welcome to the most brutal high school on earth, where the worlds top crime families send the next generation of assassins to be trained. Murder is an art. Killing is a craft. At Kings Dominion School for the Deadly Arts, the dagger in your back isnt always metaphorical. Scheduled to ship in October 2021.  
DIA STK645047.....\$9.99

**DESCENDER TP VOL 02**

Young robot boy TIM-21 and his companions struggle to stay alive in a universe where all androids have been outlawed and bounty hunters lurk on every planet. *Descender* is a rip-roaring and heart-felt cosmic odyssey, pitting humanity against machine and world against world to create a sprawling epic. Collects *Descender* #7-11. Scheduled to ship in October 2021.  
DIA STK698142.....\$14.99



## DIE TP VOL 02 SPLIT THE PARTY

No one can escape DIE until everyone agrees to go home. Or rather, no one can escape DIE until everyone who is alive agrees to go home. The commercial and critical hit second arc of the bleakly romantic fantasy fiction series starts to reveal the secrets of the world, and our heroes' pasts. There's always the chance they'll escape DIE. They'll never escape themselves. Collects *DIE* #6-10. Scheduled to ship in October 2021.

DIA STL131515 .....\$16.99



## FIRE POWER BY KIRKMAN & SAMNEE TP VOL 02

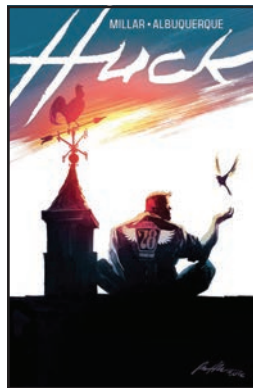
All-New series created by Robert Kirkman (*The Walking Dead*, *Invincible*, *Oblivion Song*) And Chris Samnee (*Daredevil*, *Black Widow*)! The one who wields the fire power is destined to save the world, but Owen Johnson has turned his back on that life. He doesn't want the power. He never did. He only wants to raise his family and live his life, but unseen forces are at work to make that impossible. Danger lurks around every corner as Owen's past comes back to haunt him. Collects *Fire Power By Kirkman & Samnee* #1-6. Scheduled to ship in October 2021.

DIA STL161559 .....\$16.99

## HUCK TP

In a quiet seaside town, a gas station clerk named Huck secretly uses his special gifts to do a good deed each day. But when his story leaks, a media firestorm erupts, bringing him uninvited fame. As pieces of Huck's past begin to resurface, it's no longer clear who his friends are - or whose lives may be in danger. This series from writer Mark Millar and artist Rafael Albuquerque presents a comic book unlike anything you've read before. Scheduled to ship in October 2021.

DIA STL005732 .....\$14.99



## SPOTLIGHT ON



## I HATE FAIRYLAND TP VOL 02 FLUFF MY LIFE

All hail Gertrude, the new Queen of Fairyland. After thirty years of wreaking havoc across this magical world to find her way back home, she must now overcome her biggest challenge yet...ruling the place she hates most. Join Gert as she continues her never-ending quest to get the FLUFF out of Fairyland. The hilariously brutal fairytale adventure continues by superstar cartoonist Skottie Young. Collects *I Hate Fairyland* #6-10. Scheduled to ship in October 2021.

DIA STL021778 .....\$14.99

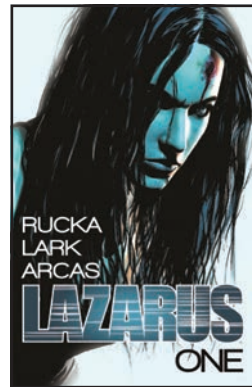
## SPOTLIGHT ON



## INVINCIBLE TP VOL 04 HEAD OF THE CLASS

After the cataclysmic events of Volume 3, Mark Grayson (a.k.a. Invincible) is left to pick up the pieces and try to continue on with some sort of life. His mother is a wreck, and his friends don't understand and the super-villains of the world just want to beat him up. Mark has a lot on his shoulders and graduation is just around the corner. Scheduled to ship in October 2021.

DIA STK334699.....\$14.99



## LAZARUS TP VOL 01

Collecting the first four issues of the Eisner-winning team of Rucka and Lark's critically acclaimed new series about Forever Carlyle, the Lazarus of the Carlyle Family. Included are the first four issues of story, as well as the previously released introductory four-page short 'Family: Prelude.' Collects *Lazarus* #1-4. Scheduled to ship in October 2021.

DIA STK621652.....\$9.99

## OLD GUARD TALES THROUGH TIME TP VOL 01

Scheduled to ship in October 2021.

DIA STL197479 .....\$16.99



## MAGIC ORDER TP VOL 01

We live in a world where we've never seen a monster, and *The Magic Order* is the reason we sleep safely in our beds. By day, they live among us as our neighbors, friends, and co-workers, but by night they are the sorcerers, magicians, and wizards that protect us from the forces of darkness unless the darkness gets them first. Magic meets the Mob in *The Magic Order*, as five families of magicians-sworn to protect our world for generations-must battle an enemy who's picking them off one by one. Collects *The Magic Order* #1-6. Scheduled to ship in October 2021.

DIA STL094211 .....\$19.99



## PAPER GIRLS TP VOL 04

The mind-bending, time-warping adventure from Brian K. Vaughan and Cliff Chiang continues, as intrepid newspaper deliverer Tiffany is launched from the prehistoric past into the year 2000! In this harrowing version of our past, Y2K was even more of a cataclysm than experts feared, and the only person who can save the future is a 12-year-old girl from 1988. Collects issues 16 through 20! Scheduled to ship in October 2021.

DIA STL062284 .....\$14.99



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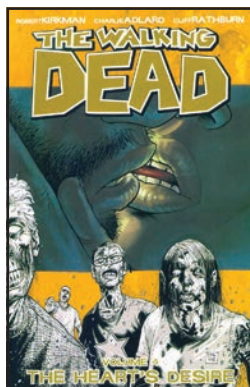
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**SPAWN ORIGINS TP VOL 02**

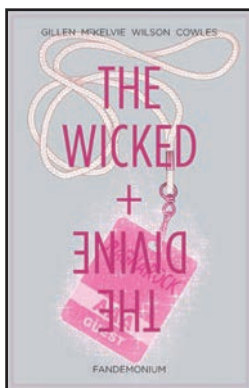
Featuring the stories and artwork by Spawn creator Todd McFarlane that laid the groundwork for the most successful independent comic book ever published. *Spawn Origins*, Vol. 2 includes classic Spawn stories written by Alan Moore and Frank Miller, as well as the introduction of memorable characters into the Spawn universe. Now Collecting issues #7-14! Scheduled to ship in October 2021.

DIA STK456361.....\$14.99

**WALKING DEAD TP VOL 04  
HEARTS DESIRE**

Life in the prison starts to get interesting for Rick Grimes and the rest of our survivors. Relationships heat up, fizzle out, and change entirely almost overnight. By the end of this volume, relationships between key characters are radically changed, setting the stage for future events in *The Walking Dead*. Collects *The Walking Dead* #19-24. Scheduled to ship in October 2021.

DIA STK386728.....\$14.99

**WICKED + DIVINE TP VOL 02  
FANDEMONIUM**

The critically-lauded best-selling hyphen-abusing series of stardom, divinity, and death returns with a second volume that's even grander than the first, because it contains six issues instead of five. The Faust Act is over. Welcome to Fandemonium. Includes cover gallery and anything else we'll cram in the back, because we just can't help ourselves. Collects *The Wicked + The Divine* #6-11. Scheduled to ship in October 2021.

DIA STK669792.....\$14.99

OFFERED AGAIN

**O/A MIDDLEWEST BOOK 01 TP**

The lands between the coasts are vast, slow to change, and full of hidden magics. The town of Farmington has been destroyed, sending an unwitting adventurer and his vulpine companion in search of answers-and to quell a coming storm that speaks his name. The perfect read for fans of dark fantasy like *Return to Oz*, classic Don Bluth animation, and/or Miyazaki animation. Scheduled to ship in October 2021.

DIA STL107314.....\$9.99

**O/A MONSTRESS VOLUME 02 TP**

The Eisner-nominated *Monstress* is back! Maika, Kippa, and Ren journey to Thyria in search of answers to her past...and discover a terrible new threat. Scheduled to ship in October 2021.

DIA STL038312.....\$16.99

**O/A RAT QUEENS VOLUME 02  
FAR REACHING TENTACLES OF  
N'RYGOTH TRADE PAPERBACK**

Featuring cut-out *Rat Queens* Valentine's Day Cards! This booze-soaked second volume of *Rat Queens* reveals a growing menace within the very walls of Palisade. And while Dee may have run from her past, the bloated, blood-feasting sky god N'rygoth never really lets his children stray too far. Scheduled to ship in October 2021.

DIA STK655808.....\$14.99

**O/A SAGA VOLUME 03 TP**

The Eisner, Harvey, and Hugo Award-winning phenomenon continues, as new parents Marko and Alana travel to an alien world to visit their hero, while the family's pursuers finally close in on their targets. Scheduled to ship in October 2021.

DIA STK634310.....\$14.99

## MARVEL COMICS

## SPOTLIGHT ON

**MARVEL SUPER HEROES SECRET WARS TP**

Drawn from Earth across the stars, the Marvel Universes greatest villains and heroes are set against one another by the mysterious and unbelievably powerful Beyonder, with the winner promised the ultimate prize. But as battle lines are drawn, new alliances forged and old enemies clash, one among them is not willing to settle for anything less than godhood. Can even the combined might of the Avengers, Spider-Man, the Fantastic Four and the X-Men prevent Dr. Doom from becoming the most powerful being in the universe? Collecting *Marvel Super Heroes Secret Wars* #1-12. Scheduled to ship in October 2021.

DIA STK454891.....\$34.99

**MS MARVEL GN TP GAME OVER**

A new chapter begins for Kamala Khan! Its lonely out there for Ms. Marvel when loved ones no longer have her back. Its time for Kamala to find out exactly who she is on her own! But soon her home life, costumed life and online life will converge when a member of her World of Battlecraft guild reveals hes discovered her secret identity! He knows a disturbing number of details about her, but is he human? Then, when an enemy from Ms. Marvels past begins targeting those closest to her, everything about Kamala will be called into question not just as a super hero, but also as a person! Nothings ever easy for the shape-shifting, size-swapping sensation but how are things going for her best friend Bruno, who now attends school in Wakanda? Collecting *Ms. Marvel* (2015) #13-24. Ages 10 & Up Scheduled to ship in October 2021.

DIA STL191060.....\$12.99





**BARBIE GN VOL 01 FASHION SUPERSTAR**

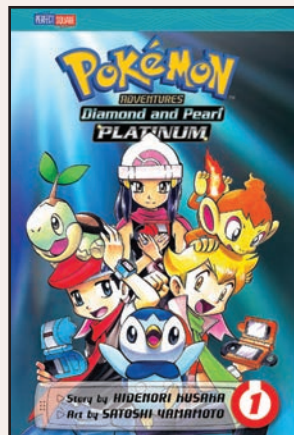
Barbie is facing the same problems every young person is facing today figuring out how to choose a career, in an economic environment that is becoming increasingly difficult for anyone to find a job. But Barbie is nothing, if not optimistic and determined. Her interest in clothes leads her to seek employment in the highly competitive world of fashion. As Barbie pursues her dream, she meets a diverse bunch of all-new friends that can help her and some that may actually try to end her fashion career before it even starts! Scheduled to ship in October 2021.

DIA STL015863 ..... \$7.99

**ONI PRESS****TEA DRAGON SOCIETY HARDCOVER TP**

From the award-winning author of Princess Princess Ever After comes *The Tea Dragon Society*, a charming all-ages book that follows the story of Greta, a blacksmith apprentice, and the people she meets as she becomes entwined in the enchanting world of tea dragons. After discovering a lost tea dragon in the marketplace, Greta learns about the dying art form of tea dragon care-taking from the kind tea shop owners, Hesekiel and Erik. Scheduled to ship in October 2021.

DIA STL048589 ..... \$17.99

**VIZ****SPOTLIGHT ON****POKÉMON ADVENTURES PLATINUM GN VOL 01**

Pokémon Trainers Pearl and Diamond are starstruck! Their lifelong dream is to floor an audience with their Pokémon comedy act. So how do they wind up as bodyguards to a pampered little rich girl on a quest to reach the peak of Mt. Coronet...?! Come along and join the thrills and laughs as *Pokémon Adventures* continues! Plus, meet Starly, Bidoof, Luxio, Combee, Bronzor, Rotom and many more Sinnoh Pokémon friends! Scheduled to ship in October 2021.

DIA STK640627 ..... \$9.99

**POKÉMON ADVENTURES PLATINUM GN VOL 02**

Pokémon Trainers Pearl and Diamond are starstruck! Their lifelong dream is to floor an audience with their Pokémon comedy act. So how do they wind up as bodyguards to a pampered little rich girl on a quest to reach the peak of Mt. Coronet...?! Come along and join the thrills and laughs as *Pokémon Adventures* continues! Plus, meet Starly, Bidoof, Luxio, Combee, Bronzor, Rotom and many more Sinnoh Pokémon friends! Scheduled to ship in October 2021.

DIA STK619690 ..... \$9.99

**SPOTLIGHT ON****POKÉMON SUN & MOON GN VOL 01**

Moon is on her way to deliver a rare Pokémon to Professor Kukui in the Alola region when she meets his good friend Sun, a courier entrusted with a special Pokedex. Sun offers to safely deliver Moon to the professor's lab... But then they tangle with a group of grunts from Team Skull and are attacked by a mysterious Pokémon! What is this sparkling stone the mysterious Pokémon leaves behind...? For all ages. Scheduled to ship in October 2021.

DIA STL080124 ..... \$4.99

**POKÉMON SUN & MOON GN VOL 02**

Although Sun and Moon didn't plan to participate in the Full Power Festival tournament to win the island challenge amulet, both of them end up competing...for different reasons. Trouble arises when the leader of Team Skull, Guzma, signs up to punish Sun for defeating some of his grunts before the competition even starts...! For all ages. Scheduled to ship in October 2021.

DIA STL091578 ..... \$4.99

**SPOTLIGHT ON****POKÉMON XY GN VOL 01**

As the new champion of the Pokémon Battle Junior Tournament in the Kalos region, X is hailed as a child prodigy. But when the media attention proves to be too much for him, he holes up in his room to hide from everyone including his best friends. Then, his hometown of Vaniville Town is attacked by the two Legendary Pokémon Xerneas and Yveltal and a mysterious organization named Team Flare! What will it take to get X to come out of hiding...?! Scheduled to ship in October 2021.

DIA STK656857 ..... \$4.99

**POKÉMON XY GN VOL 02**

X, Y and their best friends battle to rescue kidnapped baby Kangaskhan from the clutches of Team Flare. To protect themselves, the group of friends make an oath to follow five basic rules. Who can they trust? Meanwhile, the secrets behind Mega Evolution unfold... Now can anything get X to smile...? For all ages. Scheduled to ship in October 2021.

DIA STK666010 ..... \$4.99

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# SUPER-SKILL PINBALL

## RAMP IT UP!

WIZKIDS

### SUPER-SKILL PINBALL: RAMP IT UP!

WZK 87533 ..... \$24.99 | Available September 2021!

*Super-Skill Pinball: Ramp it Up!* is a standalone sequel to the award-winning *Super-Skill Pinball: 4-Cade* that can be played solo, with up to four people in a single box, or with even more people with multiple copies! It follows the same successful formula from the original: choose one of the four unique tables and matching backglass for scorekeeping, then roll a shared pair of dice and get the pinballs rolling! You select one of the two die results, then move your pinball to a bumper or target one level below with a matching number. Once you reach the lowest level, use a flipper to send the ball right back to the top. Play well, and you'll unlock bonuses like multiball, score multipliers, and more to help you get the high score!

After the original *Super-Skill Pinball* was released, the biggest request that we got from players was for ramps. Most pinball games from the 80's on feature twisting ramps that the ball can travel through to reach different parts of the table. But just adding them within the existing board layout would lead to tables that were crowded and difficult to understand. So we took advantage of the backglass board to not only keep track of the score and bonuses, but to actually connect to the main table board and form a larger play surface. In every table in *Ramp it Up* the ball can travel from the main table up to the backglass and then back down to the main table again.

*Super-Skill Pinball: Ramp it Up!* features these four new tables:

- Gofer Gold introduces the new extra flipper and provides a great starting point for new players! Strike it rich by panning for gold, or ride Fool's Folly into the backglass where you ride the log flume, search the lost mine, and navigate the falls!

This table also includes *loops*, another standard pinball feature. In a loop you need to make the same shot consecutively, with the bonus increasing for each shot. Check out the free print-and-play version of *Gopher Gold* featured in this issue!

- In *Pin Pals*, wrestlers enter the ring in tag-teams of two, each teammate with a slightly different table. This table brings in another feature that was often requested by *Super Skill Pinball* players — player interaction. Like real pinball, most *Super-Skill Pinball* tables don't have players interacting with each other. However, this table is designed to be played with a teammate. When you earn bonuses, they apply to your teammate. Also, on the backglass is *The Cage*, and if both teammates Enter *The Cage* at the same time, scores are doubled!

Teammates add their scores together for their final tally. Coordination between teammates is key to nabbing the high score!

- High Roller Heist packs all the action of a classic casino caper into two rounds, making it one of the fastest tables in *Super-Skill Pinball*!



ART & COMPONENTS MAY VARY

There are six different specialists available that you can add to your Crew, like the Hacker, Acrobat, and Fence, each with special bonuses. And there are three different possible targets for your heist, each represented by a unique backglass mini-game — the Casino, with a slots-themed minigame, the Diamond Heist which requires you to hack your way past the combination lock, and the Mint, which you tunnel into and grab as many gold bars as you can.

As you attempt these heists you need to beware the security guard who is moving around the table. If you're caught your ball gets sent to jail!

- Top Speed turns your pinball into a racecar and opens up an all-new challenge for experienced players with adjustable speed! Add 1, 2, or 3 to your dice rolls, building big numbers and even bigger bonuses — but if you go too fast, the flippers won't be able to stop you!

Because of the speed adders on your dice, the numbers on the table go up to nine instead of just six. The biggest bonuses are on the highest numbers, but the flippers mostly have lower numbers. There are Gas and Brake spaces that let you speed up or slow down, and managing your speed is key to getting the high score on Top Speed.

Each of these tables features lavish illustration in very different styles, from the cartoonish gophers of *Gofer Gold* to the sleek lines of *Top Speed*, making for an attention-getting package both on the shelf and on the table, at a great price point.

*Super Skill Pinball: Ramp It Up!* is packed with gameplay that will be enjoyed both by experienced *Super Skill Pinball* players as well as those encountering it for the first time. Be sure to try out the free print-and-play version of *Gopher Gold*, featured in this issue!

...



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**SUPER-SKILL PINBALL**

# Gopher Gold



5	<b>NUDGE</b>
10	
15	
20	
25	
30	
35	
40	
45	100
50	200
55	
60	300
65	
70	400
75	
80	500
85	
90	600
95	
00	





# WIZKIDS SUPER-SKILL PINBALL

## RAMP IT UP!

### DEMO

Use strategy, skill, timing, and a little bit of luck to get the highest score!

This is a demo kit for **Super-Skill Pinball: Ramp It Up!**. The base game includes four different themed pinball "tables" as dry erase boards. This kit includes paper versions of the beginner table **Gofer Gold**, which teaches the basics of play, for demos or large multiplayer games!

#### GOAL

Compete against your friends or play solo. Either way, your goal is to score as many points 🎲 as possible!

#### SETTING UP THE GAME

To begin the game, each player fills the Round 1 circle on their table. (See the "plunger" on the bottom right of the board.)

Place one of your tokens on the arrow at the top of the table labeled "Start."

Set aside your other token for now.

#### HOW TO PLAY

A complete play session is divided into three rounds. In each round, you will take several turns. Players are independent of each other, so your choices may result in your game being longer or shorter than your opponents'.

##### STEP 1: ROLL THE DICE

To start a turn, a player rolls the two dice. (Tip: Choosing a designated roller helps keep the game moving at a nice pace.) All players must share this roll, but do their turns independently.

##### STEP 2: MOVE YOUR TOKEN

Move your token to a feature containing an unfilled box that has your chosen die value. Usually, you must move your token to a lower zone. (Note: The Gofer Gold table is divided into five zones, noted by a dotted lines.)

If your token starts a turn on a flipper, you may move it up to a higher zone, with some restrictions described later in these rules.

You may voluntarily skip a zone and move your token further down.

##### STEP 3: FILL A BOX

You MUST fill an empty box in your token's new zone. The box must correspond to your chosen die result. Some boxes show two die face results (Ex: Eureka): the whole box is filled if they match your chosen die result.

After all players take their turn, roll the dice again.

##### END OF GAME

Your round ends if you can't legally fill a box or if you fill the boxes on the outlanes (the outer 1 and 6). Then erase all the boxes bordered with dashed lines. Your game ends at the end of your third round.

#### ALL PLAYERS SHARE...

- 1 copy of these rules.
- 2 standard 6-sided dice.

#### EACH PLAYER NEEDS...

- 2 "pinball" tokens. We like to use coins, but glass beads work well, too.
- 1 pencil with a good eraser. If you laminate this kit, you can use a dry-erase marker instead.
- 1 copy of the **Gofer Gold** demo table.



#### THE ZONES OF GOFER GOLD

From the Start arrow, move your token to the Eureka zone, though you can decide to drop lower.

##### EUREKA ZONE

When you fill all three Eureka lanes, you earn a **Skill Shot**, explained on the next page. Erase the boxes if all three are filled.

##### BUMPER ZONE

Filling a bumper box is worth one point 🎲. Erase the bumper boxes if all 12 are filled.

You may keep your token in this zone on the next turn by filling another bumper box. You may not stay on the same bumper. You may only move clockwise to the next bumper.



##### TARGET ZONE

Filling a target earns one point 🎲. (Exception: PAN targets.)

When you fill all four yellow **GOLD** targets, you earn one of the yellow bonuses, which are explained on the next page. Then erase those targets.

When you fill all three red **NUGGET** targets, you earn one of the red bonuses, which are explained on the next page. Then erase those targets.



The three yellow PAN targets do not give you a point 🎲 when filled, but when all three such targets are filled in, you get to choose one of the three bonuses indicated. Either you will get points 🎲 equal to product, the sum, or the difference of the two dice rolled. Note that the first two are one time bonuses, while the last bonus can be chosen as many times as you wish.

##### FLIPPER ZONE

Each flipper has three boxes that you can fill to keep your token in play. In addition, there are two inlanes with a 2 and a 5. By filling in these inlanes, score 2 points and immediately move the token onto the flipper without filling another box.

- The yellow flipper sends your token back up to any feature colored yellow or white, or has a yellow arrow pointing to it: Bumpers, Yellow Targets, and Fool's Folly.
- The red flipper sends your token back up to any feature colored red or white, or has a red arrow pointing to it: Bumpers, Red Targets, and Fool's Folly.



The OUTLANES have a 1 and 6. If you fill one of these, you score 2 points for each filled red or yellow flipper box, then your round ends.





## SPECIAL FEATURES IN GOFER GOLD

### SKILL SHOT

When you earn a Skill Shot, circle one of the numbers above Eureka.



You may have multiple Skill Shots circled, but you may not circle a number that is already circled.

A Skill Shot allows you to use any circled number instead of a die result. After using a Skill Shot, erase the circle.

### NUDGING

After the roll, you may change one of the dice to a different number if you want. This is called "Nudging." Be careful – you may Tilt!



To Nudge, fill one of the double-line boxes and write the difference between the new and old numbers in the large Nudge box.

Note that the die is NOT actually turned or changed for other players. Nudging only affects you.

- You can only Nudge one of the dice – not both.
- You can use Skill Shots in addition to Nudging.
- If you've used all your Nudge boxes, you can no longer Nudge for the rest of the game. Nudge boxes are never erased.
- You MAY NOT Nudge if it makes you lose the token. For example, you cannot nudge a 5 into 6 and have it go down the right outlane, where it is lost. Note that you may Nudge to AVOID losing a token.
- You MAY NOT Nudge to avoid a Tilt.

*Example: The roll as a 1/3, but you really want a 4. You decide to Nudge the 3 into a 4, cross off a Nudge Box, and write down '1' as the Nudge Amount.*

### TILTING

If you nudge, you may TILT on the next roll.

- ✓ If the difference between the two dice results is greater than or equal to the amount you wrote in the NUDGE box, you are OK. Erase the number you wrote under NUDGE.
- ✗ If the difference is less than the number, you tilted! The round immediately ends. Erase the number you wrote under NUDGE.
- You cannot use Skill Shots to avoid a Tilt.
- If you Tilt during Multiball you lose both tokens.

### FOOL'S FOLLY

The ramp that takes you into Fool's Folly can be entered via the red and yellow flipper. However, there has to be a box that can be filled in on the blue flipper to access this area. Otherwise, you cannot enter Fool's Folly.

In Fool's Folly, two features await you: Flume Loop and Lost Mine.



### FLUME LOOP

The die you choose must be able to fill in a box on the blue flipper in order to make a loop. You earn points every time you make a consecutive loop. If you cannot or do not want to make a loop, the token moves to the Lost Mine or down The Falls.



### LOST MINE

These carts must be filled in order and you will earn the points indicated. If you cannot fill in a cart or choose not to, the token moves down to The Falls or below.



### THE FALLS

If you fill in all 6 scoops, you score a 20 point bonus and reset the scoops.

### BONUSES

Bonuses are special effects that change the normal rules of the game.

### FLIPPER PASS

Both red and yellow flippers can be used to hit both red and yellow features.



### OUTLANES DOUBLED

Outlanes (the outer 1 and 6 in the flipper zone) are worth 4 points per filled flipper box instead of 2.



### NEXT FLUME LOOP TRIPLED

Your next sequence of Flume Loop points are tripled.



### BUMPER BONUS

Bumper scores are tripled.



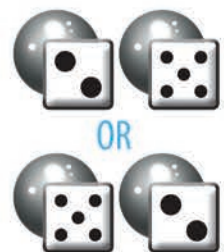
### BONUS POINTS

This bonus may be taken each time a complete set of targets are filled instead of another bonus.

### MULTIBALL

Place your second token on the **Start** area.

On the next roll of the dice, you must assign one result to one token and the other to the second token. You may not use the same die for both.



You move and get any bonuses from one token before you evaluate the second token. For example, you may move one token to gain a Skill Shot and then use that Skill Shot immediately for the second token.

Multiball ends when you *start* a turn with zero or one active token. So you get any special multiball bonuses on the turn you lose one (or both) tokens.

If Multiball is already active, you may not gain it again.

While Multiball is active, all points scored are doubled. This stacks with other bonuses.

### BOXES

The type of line around a box reminds you when it gets erased.

**SOLID:** Erase when this set of boxes is complete.

**DASHED:** Erase this after each round.

**DOUBLE:** Never erase. This box can only be filled once.



**Game Design:** Geoff Engelstein

**Art:** Gong Studios

**Graphic Design:** Daniel Solis, Richard Dadisman

**Playtesters:** Chris Michaud, Austen Anderson, Lisa Brandon, Crystal Pisano, Tom McKendree, and all those at Metatopia and Grandcon that were gracious enough to test.



# MUNCHKIN RUSSIA

STEVE  
JACKSON  
GAMES



**WINTER  
IS COMING  
(TO THE  
TABLETOP)**

## MUNCHKIN: MUNCHKIN RUSSIA

SJG 1526..... \$24.95 | Available September 2021!

Steve Jackson Games recently announced a new *Munchkin* release: *Munchkin Russia*, coming in fall of 2021. In addition to being a fun and funny *Munchkin* game, *Munchkin Russia* has the distinction of being the first original *Munchkin* game developed by a licensing partner that isn't based on a third-party license. Hobby World, the largest board game publisher in Russia and one of our translation partners, approached us with a request to create a game based on Russian culture and mythology, both historical and modern. We were intrigued by their pitch and gave them permission to produce the game. They kindly translated it for us so we could put out an English version, and with some work on our end to playtest, edit, and tweak, we now have a *Munchkin Russia* that English-speaking Russophiles can enjoy.



Having been created by Russians (designers Pavel Iliin and Dmitry Moldon) for Russians, the game is packed with authentic Russian characters and tropes. While working on the translation, we sometimes had to educate ourselves on words, in-jokes, and cultural references so we could figure out how best to keep the flavor of the setting while making the game accessible to our audience. Not every reference needs explanation for the game to be enjoyable, but learning the background can add interest to the game. For example, one of the Wishing Ring cards and the Golden Fish monster card are both references to a poem written by Alexander Pushkin, based on a fairy tale by the Brothers Grimm.

The monsters in this set are drawn from Russian culture, some modern (Debt Collector, Troll Factory, Eurovision Singer), some historical (Rasputin, Chekov, Napoleon), and some from fairy tales or legends (Baba Yaga, Three Brown Bears). While many are recognizable to Western players, others will be unfamiliar, bringing a sense of discovery when munchkins Kick Down The Door and meet a new monster. They may end up in combat with Chort (the devil), Yermac (the conqueror of Siberia), Kuzma's Mother (comes from an



obscure threat Kruzchev used to make during the Cold War), Dead Morose of Winter (a pun on Ded Moroz, the Slavic version of Santa Claus), Viy (chief of gnomes), or the Gorynich (a Slavic dragon).



The Treasure cards are full of setting-specific weapons such as Cossack Shashka (a Russian saber), the Needle (represents the death of an evil character), and Lenin's Lamp (used in propaganda to link science to a political agenda). The deck is sprinkled with Russian aphorisms, including "Get your Sleigh Ready in the Summer," "Paint the Parade Ground Green," and "Shoe a Flea."

Illustrator Sergey Dulin (Spyfall, Furnace) did a superb job of giving the art that distinctive *Munchkin* look while bringing Russian tropes to life.





In addition to the new setting, *Munchkin Russia* has several new game mechanics that add a special twist to the game.

### CLASSES

Classes in each *Munchkin* game are tailored to the setting; in this version, characters may be Cossacks, Oligarchs, Athletes, or Hackers. These cards give appropriately Russian advantages to players — the Oligarchs get first pick of any Charity cards, for example. Certain monsters have bonuses or weaknesses against particular Classes (the Multi-Level Monster is +4 against Hackers), and some Items are only usable by one Class, or exclude a Class (only Cossacks can wear the Papakha, an iconic wool hat from Siberia, but they can't use the Waffle Rifle).

#### COSSACK

**Power of Friendship:** When you help in a combat, you gain an extra +3.



**Vanish Into the Wind:** You may discard three cards to leave a combat where you are helping.

Class

### SEASONS

#### WINTER BLIZZARD

Munchkins have +2 to Run Away. Every monster's Bad Stuff becomes simply "You are dead."



Season

Seasons are a new card type exclusive to *Munchkin Russia*. When a player draws a Season card, it goes in the middle of the table and its rules affect all players, for better or for worse. Every time a new Season is played, it takes the place of the old Season. Of course, there are more cards for Winter than any other Season; this is Russia, after all!

### GROUPING MONSTERS

LEVEL 1  
Babushka

#### BABUSHKA WATCH

Nobody keeps a secret from the Babushkas.

If you win, all of the Treasure cards from this combat are distributed face up.



**Bad Stuff:** Everybody will know what you have. Reveal your hand.

1 Treasure

In addition to the classic *Munchkin* grouping monster type, Undead, *Munchkin Russia* also has Dragons, Wolves, and the most feared of all, Babushkas. If a grouping type of monster shows up in combat, any monster of that type may be added to the fight; without warning, a munchkin could be set upon by a family of Dragons, a Wolf pack, or a gang of purse-wielding grannies. As usual in *Munchkin* games, a player in combat may bribe ask for help from other players, but those players can decide to stay out of it and cheer on the Babushkas as they go for the kill, too.



The team at Hobby World is already working on their next original licensed *Munchkin* game, this time with a third-party property. We can't reveal the title yet; the KGBirds might be listening. We'll declassify the information as soon as it's safe.

...

Alain H. Dawson is the Director of Licensing for Steve Jackson Games





# THE ADVENTURE BETWEEN ADVENTURES: FORBIDDEN FORTRESS' FEUDAL VILLAGE



## FORBIDDEN FORTRESS: FEUDAL VILLAGE EXPANSION

FFP 0714..... \$59.95 | Available July 2021!

The Wandering Monk takes a contract with the local Samurai Warlord to prevent his almost certain assassination by Clan Ninjas. The Sorceress fights off torch wielding Bandits in the marketplace while the Assassin helps the local resistance leader start her revolt against the ruthless Oni masters. You can do all this, (and have a hot beverage at the local Tea House), in the new *Feudal Village* expansion for *Forbidden Fortress*! We are passionate about making expansions that are high on fun and rich in story and theme, so let's dive in and take a closer look at all the exciting elements packed into the *Feudal Village* and shed some light into our design philosophy behind it along the way.

In the *Forbidden Fortress* base game, heroes visit a feudal village to restock and resupply between adventures. This always leads to exciting new story elements and narrative moments in town. The *Feudal Village* expansion dramatically expands the possibilities for what players can experience on those occasions.



As players arrive in town, they will be excited to find six new Locations they can visit. Peacefully meditate in the Sacred Garden, play Dark Stone Pachinko in the Gambling Parlor, or pick up goods imported from around the world at the Western Trading Post. Villages now vary in size too. Players can head to bigger villages with more resources (and more trouble), or they can stick to the shadows and make do with the humble offerings of the smaller villages. On top of this, there is a whole gambit of different types of specialty towns that can be discovered. You might come across an Outlaw Haven where the Samurai Lord is crooked and Black-Market Goods are readily available. A Monastery Village will never include a Gambling Parlor, but the Warrior Monks will do their best to keep you safe during your stay. Using the *Feudal Village* to further develop the rich world of the *Forbidden Fortress* was one of our main design goals for this expansion. These variations in a village's Locations, Size, and Type add lots of strategies for players to explore but they also create a vast and varied countryside and fully develop the theme.

In addition to resupplying, players can now go on six new missions that occur in the village itself. These take place on the beautiful, oversized Village Adventure Board that replaces the twisting and turning map tiles



of the *Forbidden Fortress* and *Belly of the Beast*. The Monk and the Enforcer can race past the bath house as Outlaw Feudal Bandits fling torches into the local shrine in the *Burn It To The Ground* Mission. The Geisha and the Kitsune can scour the barracks for Relics to weaken a ghostly Harionago in *The Dark Well* Mission. It was important to us that new missions would be heavily thematic and bring new mechanics to the game without getting bogged

down in complexity. Players will discover that the missions feel fresh and exciting because of the unique Adventure Board setting and will face new tactical challenges from the Infamous Feudal Bandit Gangs.

The six new missions each have an exciting story for the hero party to experience but we also wanted to include ways for players to pursue their own personal side stories in the midst of their campaigns. By visiting different locations in town heroes will find there are multiple narrative threads to follow. You can fulfill a shadowy contract to eliminate the local Samurai Lord at the risk of being caught and executed. The Warrior Monks who train at the Brotherhood Temple are always looking for new

heroes to join the ranks of the Brotherhood, taking the trials to learn fighting skills of the Monkey, Serpent, and Dragon. There is even a solo mission that allows a hero to defend their honor with a sword duel as the whole village watches. As a group, players will also find a host of new story moments in the Expanded Travel Hazard Chart. Traveling the road to reach the village can be a perilous journey as players encounter everything from ambushing monsters, to

collapsed bridges, and marching armies of the dead.

We love the many intricate stories players have already shared with us about their heroes' exploits and we wanted to make sure they had plenty of new options as their characters continue to level up. The rich themes and stories that the *Feudal Village* expansion brings to veterans of the *Forbidden Fortress* will give them everything they need to turn their travels between adventures into adventures all of their own.

...

Ethan Lowe works at Flying Frog Productions by day and learns as many games as possible by night. He's worked as a Marine Biologist, Tour Guide, Camp Director, Bus Driver, School Teacher, and Dance Instructor but he would rather be playing a game with you.





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# SPACE DRAGONS



## SPACE DRAGONS

PSD 18342G ..... \$14.99 | Available August 2021!



*The notorious space dragons are threatening the galaxy! This is your big chance to prove yourself the finest captain in the stars, but first you'll need to hire an elite crew of weird aliens. Will they be ready to ignore all dangers while seeking out and capturing the most valuable dragons? Or skilled in ship defenses and conducting repairs from the hazards you'll face — especially those "accidental" shots from rival captains! Scientific discoveries are also valuable, and using less than legal activities during the hunt can get you (in)famous too.*

*Even having the most motivated crew is an achievement. So get ready — the dragons are emerging from their lair and the hunt is on!*

From Edition Spielwiese and designer Ricki Haarhoff comes *Space Dragons*, a fast-paced card drafting and trick taking game for 3–5 players. In it, players create crews for their dragon-hunting starships and then vie for points gathered from capturing dragons and playing crew cards to keep your vessel in good shape. With only seven rounds and a limited hand of cards to play, balancing bold tactics with careful ship management is crucial if you are to become the champion dragon-hunter!

The game begins with forming your ship's crew. You'll be drafting from a deck of aliens, each of which has a numerical value along with icons for what that alien does for the ship. These can include adding shields, repairing damage, offering scientific expertise, targeting a dragon (or more likely a rival ship), and even improving the ship's morale and criminal acumen!

You'll need to ensure your drafted cards can not only hunt dragons, but also defend and repair your spaceship. The clever card mechanics offer tradeoffs between hunting, conducting repairs, and adding defenses. There's also scoring based on cards linked to proficiencies in science, morale, and crime.

Once crews are drafted, a space dragon is revealed and the first round starts. Everyone picks and places a card face down, then one by one the cards are revealed. In contrast to other trick-taking games, however, there are no suits to follow and the cards that were played remain in front of the respective players. Cards with crew effects, such as doing ship repairs or adding shields, are carried out as they appear.

The dragon-hunting crosshair icons, though, are only resolved after all other card effects are completed. Whichever crew card has the highest value wins the trick and captures the dragon! Each successful hunt is perilous, though, as that vessel takes a hit for each crosshair icon that other captains played that round.

Your starship gets shields from playing a crew card with shield icons on it. If a ship has no shields, it suffers damage — and damage deducts points. Shields add points to your score, but they are removed when damage occurs. Tool icons on crew cards can remove existing damage, but only shields can prevent damage from occurring.

Every newly revealed dragon will be tempting, but if your ship might suffer more damage than the dragon's points value then it's probably not a good move. If your ship is already suffering plenty of damage then now might be a better time to play a low value card with lots of repair icons.

Once all seven rounds are done, points are scored from captured dragons. Crew cards also score points, but some instead deduct points so you must judge if their play effect is worth the penalty in points.

There are also three scoring cards that add bonus points for accumulating special icons (one, for example, rewards players with the most science icons gained from crew cards or captured dragons). Each is double sided, with the other side instead penalizing the ship with the fewest of the icon!

For faster and family friendlier games, there's a variant where everyone starts with a randomly dealt hand of cards. This allows captains to begin hunting dragons quickly, but at the end of each round everyone passes their hand to another player. This means luck plays a larger factor in games too.

*Space Dragons* is a fun, fast paced game that rewards balancing of aggressive dragon hunting with careful management of your ship's health. The card drafting component of the game lets you create unique decks, and every card contributes to your score, from high scoring dragons to penalizing ship damage, thus ensuring that every card matters. The wacky sci-fi theme and wonderful illustrations from Florian Beige make it wonderful visually as well. So happy hunting everyone, and may the best captain win!



...

*Tim Huckelbery is the US Studio Editor and Talisman Brand Manager for Pegasus Spiele. As a former Space Command officer, he can neither confirm nor deny the existence of space dragons.*





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# LAST ONE ALIVE



**GET READY TO FACE A ZOMBIE APOCALYPSE!**

## LAST ONE ALIVE

AGS ARTG005..... \$19.90 | Available October 2021!

The Zombie Apocalypse has begun, and you must try to stay alive as long as possible: arm and barricade yourself, use that chainsaw, perform heroic feats, and try to get the zombies to kill the others before they kill you. Everything is allowed to be... the last one alive!

*Last One Alive* is a fast and exciting zombie-survival dice game for two to five players with simple rules and a nice bit of strategy. It is played in turns: each player rolls a selection of dice to eliminate the attacking zombies or send them toward other players. If, at the end of a player's turn, any zombies are

left, the player is overpowered and eliminated from the game. With the passing of time, the zombie menace grows stronger and stronger. The players' elimination is not a big deal as a game runs fast, and a new one can be started momentarily.

Designed by Ole Steiness (*Champions of Midgard*, *Police Precinct*), the game has been further developed by Paolo Mori (*Pandemic: Fall of Rome*, *Ethnos*) and it is going to be published by Ares Games. With fast playing time, easy rules, and compact size, *Last One Alive* can be enjoyed for casual players, and is a good option of a quick "filler".



In *Last One Alive* there are four types of dice: the **Zombie Dice** make zombies appear, attacking your opponents, or ambushing you, the **Shot Dice** allow you to shoot zombies from a safe distance, the **Item Dice** allow you to find precious items - but at risk of zombie ambushes, and **Barricade Dice** let you build up your defense, but zombies can ambush you while you do!

All the dice are kept in a single pool, and each turn the players will choose from it the ones they want to roll. The zombies are an ever-present threat, and so rolling Zombie dice is mandatory. At the start of the game, the **Zombie Apocalypse** Level is one: one zombie die must be rolled, together with four dice of the player's choice. This number increases as the game progresses, each time a Zombie Apocalypse token is drawn, after an Item or Barricade dice roll.

At the beginning of the game, each player chooses a Character Card, used to track the items collected during the turn (up to 3 objects) and the life points, when playing with optional rules.

Each turn, after a player rolls the dice, if they show either a "zombie ambush" or "zombie" result they are assigned to a player. The ambushes are placed in front of the current player, while the "zombie" results are placed in front of the opponent to their left.







Next, the other dice are resolved. For each **Item** result the player draw a token and place it on their character card. There are six types of objects in the game: *Axe*, *Chainsaw*, *Flare*, *Gun*, *Medikit*, and *Radio*. Each of them can be used at a specific time to modify the results of the dice - and consequently the performed actions. For example, the *Gun* allow to double the "bang" symbols obtained on the shot dice, and the *Medikit* can save a player when they are about to be overpowered.

The **Shot** dice allow the player to eliminate a zombie or an ambush, depending on the result: for example, to eliminate a die that shows 2 "zombie" symbols, 2 "bang" symbols are needed. The shot dice with a "+" symbol can be rolled again, and if a player gets three "bang" to eliminate a zombie or an ambush, he receives a **Hero** token, which allows a reroll of any or all dice of their choice, replacing the original results.

Finally, with a "**Barricade**" result, the player can give the adversary to their left one of the zombie dice that they currently have in front of them.

At the end of their turn, if the player still has either "zombies" or "zombie ambushes" in front of them, their card is turned to the "zombified" side, and they are out of the game. The game ends when one player is left — and the last player alive is the winner.

If not at risk, with no zombies close by, a player can be more aggressive, using more Zombie dice against the other players, in an attempt to have them be overpowered first. Or play with a more defensive strategy, collecting objects to use when the zombies arrive. To face an immediate menace, they can choose the Shot dice to kill the zombies.

*Last One Alive* also includes optional rules for playing with a little more strategy or for a longer game. The *Day and Night* variant adds *night tokens* that temporarily increases the Apocalypse Level by one when are drawn, and *day tokens* that suspend this effect. With the **Survivors** mode, suggested for two to three players, they have three lives each, with two life markers placed on the character card. With this variant, the game ends as soon as the third Zombie Apocalypse token is drawn, and the surviving players calculate their score to define the winner. The third variant, *Zombies, Zombies Everywhere!*, escalates the rhythm as the Apocalypse Level increases each time a player is eliminated. For even more fun, that player can roll one of the Zombie dice on their turn, to represent the actions of their "zombified" player.

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# echoes

Ravensburger

## ECHOES: THE DANCER

RVN 20813..... \$9.99 | Available Now!

### SOLVE THE MYSTERY WITH ECHOES!

Game nights are back and better than ever! In *echoes*, a new and highly immersive audio mystery series from Ravensburger, players use a deck of illustrated cards and sound clues to complete a story and solve a mystery.

### PLAYING ECHOES

Players will need a free companion app to play *echoes*. Install the app and use your camera to scan cards and play the audio clues associated with each illustration.

Each *echoes* story is comprised of six chapters. Each chapter starts with a chapter marker tile followed by three story cards. Players solve individual chapters first, then work together to put the chapters in order.



When players think they have a chapter solved, they can use the app to check. The app will tell them how many cards belong in the chapter and whether the cards are in the right order. When a chapter is solved successfully, the app will give an overview with additional details added, helping the players understand and solve the overall story.

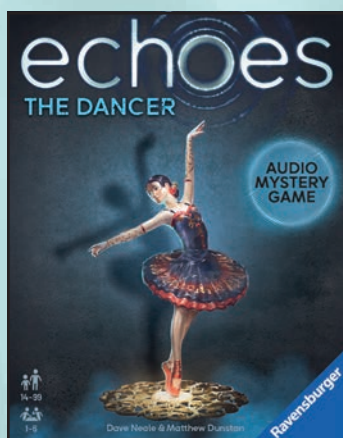
Finally, when each chapter is pieced together successfully, players put the complete tale in order. When they have solved the mystery, they can listen to an epilogue that completes the story!

### THE MYSTERIES

#### The Dancer

Harry and Claire Fincher had always dreamed of a home in the Scottish countryside, and Chall House was perfect for them. The previous owner had boarded it up in 1928, and the place had been left undisturbed for over 80 years. The house still contained some of the previous owner's possessions, including a small figure of a ballet dancer apparently taken from a music box.

Shortly after they moved into Chall House, Harry and Claire began hearing strange sounds at night, often coming from the same room in which Harry found the



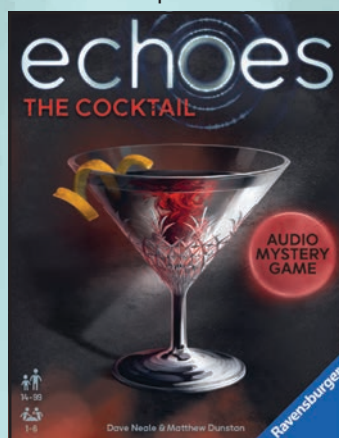
## ECHOES: THE COCKTAIL

RVN 20815..... \$9.99 | Available Now!

figurine. Once, Harry heard music echoing through the halls. As he crept through the hallways, he thought he saw the figure of a girl silhouetted in the moonlight. He blinked, and she was gone. Chall House, it seems, is haunted.

Terrified, the Finchers asked the locals about Chall House's history. They learned that the house was linked to the death of a girl named Esther, but no one knew the full story.

Desperate to help Esther's ghost rest in peace, the Finchers contact you for help. They gather everything that may have belonged to Esther and the previous owner and ask you to piece together the truth of Esther's death. Can you learn why Esther's spirit clings to this world and help her rest in peace?



#### The Cocktail

New York. Prohibition. Detective Tony Gee has been tracking the operations and whereabouts of mob boss "Cruel Steve" Manchetti for years without knowing Steve's identity. Tony finally catches a break when Arthur, the bartender at a speakeasy run by Steve, agrees to rat out his employer.

Yesterday, Tony turned up for a meeting with Arthur, and found him lying on the ground — a bullet hole in his side. Arthur pressed a card into Tony's hand and mumbled something about another bartender who had worked at the speakeasy that night. Those words proved to be his last.

The speakeasy card had an address and telephone number. Tony called and spoke to the bartender, offering a deal in exchange for information, but the bartender insisted she couldn't help him. Desperate for answers, Tony set up a raid on the speakeasy... but arrived to find the speakeasy a smoking ruin.

Can you use the items recovered from the speakeasy's remains to help Tony learn as much as he can about Cruel Steve and his gang?

### GET ECHOES TODAY!

Due to its mature themes, *echoes* is recommended for players ages 14 and up. *echoes* can be played solo or with a larger group of up to six players. Stories take approximately one hour to solve. *echoes: The Dancer* and *echoes: The Cocktail* are both available at your friendly local game store! Look for additional stories like *The Microchip*, a futuristic sci-fi mystery, in 2022!

*Remember! In order to enjoy the game fully at least one player will need to install the free Ravensburger echoes app. This app works with iOS 12.0 and higher as well as with Android 7.0 and higher and is compatible with Google Play services for AR. You can check device compatibility with the app.*

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# IMPERIAL STEAM

## IMPERIAL STEAM

CSG IS101 ..... \$69.95 | Available Fall 2021!

*The Industrial Age is starting to boom. You are in need of more workers for your factories, and you also need more workers to build railroad tracks to expand your railway network. This, in turn, will enable you to deliver the goods from your factories to cities with high demand. But do not forget to earmark goods for fulfilling profitable public contracts, because when the connection to Trieste is made, your net worth is all that matters.*

### BACK TO THE BEGINNING

From the mind of 2017's *Lignum*, comes the wonderful new game, *Imperial Steam*. Alexander Huemer has been crafting and fine-tuning *Imperial Steam* for 3 years. Alexander introduced us to it during Spiel 2019 in the before-times. Now, the time has finally come for the release! Coupled with beautiful artwork from Andreas Resch, *Imperial Steam* combines the worker placement mechanic with logistics and business operations resulting in a wonderful, strategic experience that Capstone was founded upon.

This worker placement and network building game plays 2 to 4 players in about 120 minutes. *Imperial Steam* is a highly strategic yet accessible economic and logistics game that sees you making difficult decisions as you manage your business's operations while navigating fierce competition to ensure your victory!



### IMPETUS OF DESIGN

*Imperial Steam* is inspired by Austria's Southern Railway, conceptualized by Franz Xaver Riepl. By 1830, Franz Xaver Riepl, a geologist and ironworks engineer in the Austrian Empire, had announced the concept of a railway line to connect Vienna with Trieste in the south, running through diverse regions along the way. This "Southern Railway" would provide easier access to popular destinations, vineyards, coal mines, industries, and forests. Beyond the obvious economic ramifications, such a connection to the Mediterranean Sea could have political and military importance, as well.

### FUN MECHANICS IN IMPERIAL STEAM

Your task is to build a railway from Vienna through Austria's mountainous terrain to Trieste on the Mediterranean Sea. Your workers have three experience levels: the more experienced they are, the more goods they will produce in your factories! Aside from workers, you will also need the help of Engineers to traverse your railway over the mountains and rivers that dominate the terrain.

As you craft your railway network to Trieste, it is up to you to determine which cities your trains will pass through. Which cities are the most valuable to your strategy? While you are preparing for building factories and



hiring more workers, will your opponents beat you to your destinations and reap the benefits of each city for themselves?

Your locomotives that travel your network can also be upgraded to carry more goods and more passengers! The more passengers, the more money your business earns. However, you need goods to deliver to your contracts which will yield more riches for yourself.

As you build your network and factories across Austria, the value of your business will rise! However, you might find yourself low on money, and this is where Alexander Huemer gives you a tough choice. The higher the value of your business, the more money you will earn from selling shares of your business to shareholders. However, there is a catch: Each shareholder that you have sold to for that precious cash infusion during the game will take 10% of your total score at the end of the game!

### UNIQUE GAME ENDING

There are two ways in which a game of *Imperial Steam* can end: after 8 game rounds or when a player has connected their railway to the city of Trieste on the Mediterranean Sea. Connecting to Trieste is important for earning the victory points associated with your completed contracts. If Trieste has not been connected by the end of the game, all in-game contracts are worthless! That means completed contracts do not earn player's victory points and incomplete contracts do not penalize player's victory points. Regardless of how the game ends, the shareholders for each player show up demanding 10% each of their respective scores! Whomever has the most points at the end, wins!



### AVAILABILITY

Featuring a brilliant meshing between traditional worker placement games and business logistics, *Imperial Steam* will be available at Spiel in Essen and at your FLGS this Fall!

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# WW84™

## W O N D E R W O M A N

### C A R D G A M E

**A new era of wonder begins!** Based on the long-awaited movie *Wonder Woman™ 1984*, this fast-paced card game lets up to four players take on the role of the Amazon princess as she fights off villains and saves innocent citizens.

In **Wonder Woman™ 1984 Card Game**, each player has a deck comprised of cards with four different Actions—**Block, Lasso, Sprint, and Punch**—that they utilize to defeat the lineup of Enemies. Play your cards right to gain Rewards in the form of rescued Civilians. Save the most Civilians to win!

- Based on the movie *Wonder Woman™ 1984*
- Easy-to-learn, fast-paced card game
- All players play as Wonder Woman
- Imagery from the movie

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WONDER WOMAN™ 1984 and all related characters and elements © & ™  
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# Glitter Hearts



## GLITTER HEARTS

GGD JPG280 ..... PI | Available Now!

Games are nothing without the people who play them, and so Japanime Games makes an effort to support players of all types, by offering products that embrace diversity, inclusivity, and visibility to provide a little something for everyone.

LGBTQIA+ representation is something that means a lot to our company, and we've partnered with important agencies and advocates who support the community while also providing great games and products that appeal to a diverse range of players.

### GLITTER HEARTS

Your English homework is half done, your best friend needs help finding a dress for homecoming, and your parents think you aren't doing enough extra work to get into the best Universities. Compared to that, saving the world is a piece of cake!

*Glitter Hearts*, a brand-new RPG designed by Greg Leatherman and published by Japanime Games, is one of our most exciting upcoming games. Inspired by "magical girl" anime shows and set in a fun filled world of everyday people who transform into powerful super heroes that fight off the forces of evil, as a player, you will try to find the balance between their everyday life needs and heeding the call to save the world. This unique RPG is

especially inclusive towards LGBTQIA+ individuals, allowing you to play as a character that's unique to you, and embraces all lifestyles, sexualities, and orientations.

*Glitter Hearts'* rules are easy to learn and building your own character is a simple process of making choices that fit your vision. When building a character, you will choose:

- Your everyday identity — who you are when you aren't your heroic alter ego.
- Your magical archetype — what type of hero are you? A warrior, witch, idol, defender, or tactician.
- Your mystical connection — which element or emotion do you draw your power from?

And then choose your actions from there until you've built your hero! Character stats include Physical — how strong and fit your character is, Mental — how clever your character is at solving puzzles or putting together clues, Emotional — how good your character is at interacting with others, reading emotional cues, and influencing other characters, Persona — how confident and secure in themselves your character is, and lastly Mystical — how in tune your character



is with the paranormal or supernatural.

Characters also have an "Archetype" — akin to a career or class — which determines their moves and abilities that can be used during a session. Archetypes in the main rulebook include Pop Idol, Witch, Warrior, Defender, and Tactician. Each Archetype plays very differently, and with the range of Moves available for you to pick, you can easily customize your character to be exactly who you want to play as.

Moves are even further broken down by their elemental powers — fire, earth, water, air, light, darkness and more! An entire party, all with the same Archetype, can feel vastly different based on your choices in character personality, elemental moves, and stats you focus on.

While based off many popular magical girls shows, *Glitter Hearts* can be set in any time, place, or world that you can imagine. All you need to play is 3-6 players, a pair of six-sided dice, and a few hours to play. The game was designed using the Powered by The Apocalypse RPG system, with most actions resolved using two six-sided dice and adding modifiers for simple, effective gameplay that's based around character drama and relationships over combat and dungeon delving.

Additionally, Japanime Games is donating \$1 from every copy of *Glitter Hearts* sold in 2021 to Tabletop Gaymers — a nonprofit organization that fights for the inclusion and visibility of LGBTQIA+ individuals in the tabletop gaming industry and community.

The vision of this organization aligns with our company vision here at Japanime Games, and we are proud to offer our support. We firmly believe that gaming is for everyone — and supporting these causes goes a long way towards making the world a better place.

The games and accessories we publish for this initiative are available at retailers nationwide — *Glitter Hearts* will be released in stores everywhere this July.





# REIGN™

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# IVION IN THE DEFENSE OF AMERI-TRASH

THREE REASONS WHY THE AMERICAN-STYLE BOARD GAME IS A CORNERSTONE OF GAMING

**IVION - THE HEROCRAFTING CARD GAME:  
THE HOUND AND THE HARE**

LMG IV002HH.. \$39.99 | Available July 2021!

**IVION - THE HEROCRAFTING CARD GAME:  
THE SUN AND THE STARS**

LMG IV002SS... \$39.99 | Available July 2021!

**IVION - THE HEROCRAFTING CARD GAME:  
THE KNIGHT AND THE LADY**

LMG IV002HH.. \$39.99 | Available July 2021!

## THE TWO FACES OF BOARD GAMES

For starters, let's give a quick overview.

There are two styles of board game. There's the European-style "Euro", and the American-style "Ameri-trash". Definitions are inexact, but here are some traits for each.

Euros are tightly designed strategy games where elegance wins out over theme. Players compete for shared resources or territory on a board. This competition is marked by low confrontation — once a move has been made, it's unlikely that it can be interfered with by another player. Finally, randomness in Euros usually occurs before decision points, not after.

Ameri-trash games take a more dramatic approach. In Ameri-trash, mechanics and theme are inseparable — mechanics are designed to evoke the theme, and the theme serves to explain the mechanics. Players often compete in direct confrontation with clashing characters or armies. When a player makes a move, others will be able to hinder or outright stop that move from happening. Randomness can show up anywhere in Ameri-trash. Actions often have uncertain outcomes, and it is up to the player to decide when to risk it all.

I have also made an Ameri-trash game, *Ivion: the Herocrafting Card Game*, which I encourage you to check out after reading this article!

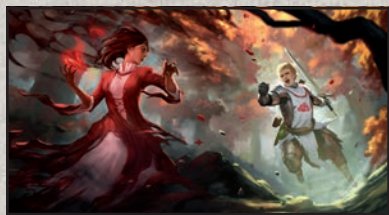
Here are the three things that make Ameri-trash great.

## THEME

In Ameri-trash, theme is king. Sure, the theme is guaranteed to be fantasy, sci-fi, military, or horror, but Ameri-trash spares no expense when bringing its world to life and taking YOU with it. Whether you are Jim Culver investigating supernatural occurrences around Arkham or the Xxcha kingdom sending your carrier fleet to unclaimed planets, Ameritrash always has you star in a leading role. When you are playing good Ameri-trash, you are put into the thick of an adventure where the ending is up to you. The great thing about Ameri-trash is this shared experience, the tale that you and your fellow players get to be a part of.



## CONFLICT



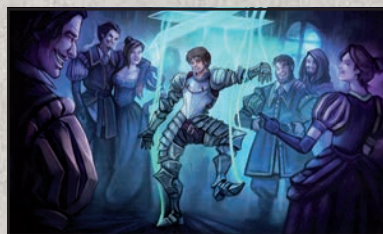
Direct confrontation and player elimination are cornerstones of Ameri-trash, and for one simple reason: they make the game challenging. Moreso than any other type of board game, Ameri-trash puts you at odds with your



opponents. Ameri-trash allows you to interact, interrupt, and interfere with the plans of other players. If you want to stand as the proud champion of the table, it must be earned through the conquest of the lesser!

This is what makes Ameri-trash incredible. By directly pitting players against one another and giving each the responsibility of their own survival, these games bring a rush of adrenaline that simply cannot be matched. Every action taken must be calculated; a misstep could spell the end of your game entirely. This makes Ameri-trash games incredibly strategic and unbelievably satisfying to win. It feels nice to have the most points at the end of *Lords of Waterdeep*, but it is **nothing** compared to winning a 6-hour game of *Twilight Imperium* and being crowned the Twilight Emperor (currently Glenn Anderson in our play group).

## LUCK



While nearly every game uses randomness in some form, Ameri-trash takes it to the extreme. Outcomes are determined by a roll of the dice, and the chance of failure is high. Ameri-trash is exciting! Failure lurks around every corner. While an experienced

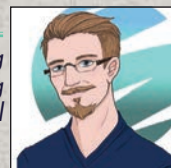
player can mitigate risk, they cannot eliminate it. This tension, combined with competition against other luck-stricken players, keeps Ameri-trash games thrilling every time they come to the table. The most deserving player does not always win but remember: Ameri-trash's main goal is to give you and your friends a shared experience. As long as each player had a part to play and there was excitement along the way, it doesn't matter who played the most strategically-sound game.

## IN FINAL DEFENSE

A good Euro is like a quality arthouse film. It is elegant, artistic, and boasts an impeccable, softly-stated depth. Good Ameri-trash is like an action movie. It has action, it has drama. It's campy, thrilling, and sometimes nonsensical. But most importantly, it's plain fun. You can enjoy both, but only if you're prepared. If you open Ameri-trash expecting a Euro, the genre whiplash will knock you off your feet. But if you go into it expecting an explosive romp, you may find yourself smiling all night. If you have written off this fantastical, thrilling, bawdy, style of game; consider branching out next time you're browsing your local game store. You just might have an unforgettable adventure!

...

Aaron works with his partner Aislyn Hall to bring her game designs to life. When he's not constructing American-style games, Aaron works with artificial intelligence as a senior software developer.

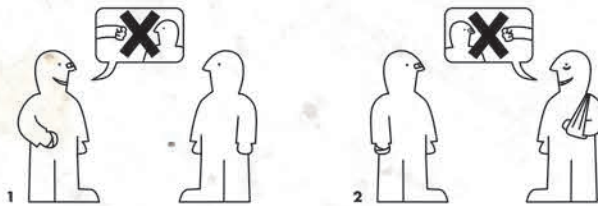






# FIGHT CLUB: THE HOME GAME

Relive the classic cult film in the comfort of your own home in **Fight Club: The Home Game!** Designed by Brad Andres (*KeyForge* and *Legend of the Five Rings*), this unique head-to-head deckbuilder pits players against one another either as the orderly **Narrator** or the chaotic **Tyler Durden** in a fight to the finish. But unlike other deckbuilding games, both players in *Fight Club: The Home Game* share the same deck!



As **The Narrator** your goal is to make your life complete by filling your Condo with **FÜRNİ** furniture, and as **Tyler Durden** you must progress **Project Mayhem** to its final stage, plunging the world into chaos. *Which side will you choose?*

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# PAINTING HAPPY LIL MINIS WITH DAVE TAYLOR



## EPISODE #38: ALL THAT GLITTERS IS GOLD

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page (and our YouTube and Twitch channels) - Thursdays at 7pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

### PAINTING YOUR TREASURE HOARD

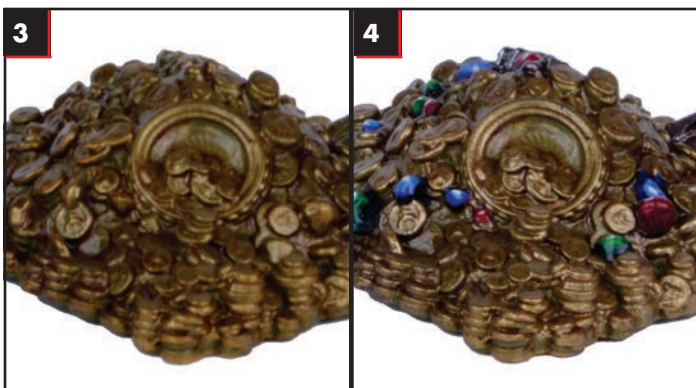
This month is a little bit different, as we're looking at some cool scatter terrain, rather than miniatures. That's because at the moment I'm working on a booklet that will be a part of Free RPG Day this coming October.

I'm teaming up again with Mantic Games and The Army Painter to present a "How To..." booklet using TAP's new Gamemaster dungeon-building kits. We're building and painting a room fit for a "boss fight" and, of course, the most important thing after winning a fight against a "boss" is the chance to grab all the treasure!

These treasure piles come in a "gold" plastic, so that you can use them straight out of the box, or spend a little extra time to spruce them up a bit. Here are three different methods you can try to bring your treasure piles to life!



Spray the original "gold" plastic with The Army Painter Anti-Shine Matt Varnish, and then apply a wash of The Army Painter Flesh Tone.



Drybrush the treasure pile with Vallejo Game Color Glorious Gold, and then pick out all of the gems and other valuables.



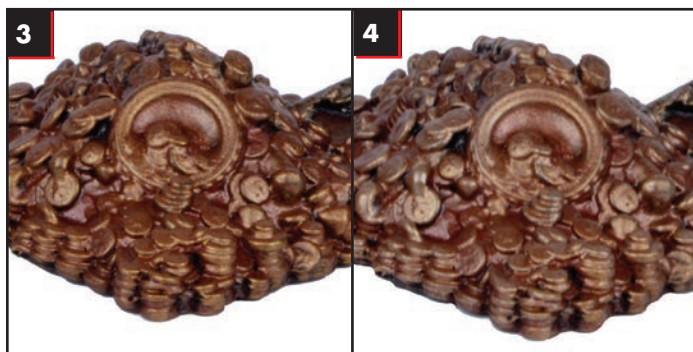




Prime the treasure pile with Matt Black spray. Overbrush the pile with Vallejo Game Color Hammered Copper.



Prime the treasure pile with GW Retributor Gold spray. Wash with a 1:1 mix of The Army Painter Purple Tone and Flesh Tone.



Drybrush the pile with Vallejo Game Color Glorious Gold, then drybrush with a 1:1 mix of Glorious Gold and The Army Painter Shining Silver.



Drybrush the treasure pile with Vallejo Game Color Glorious Gold, followed by a 1:1 mix of Glorious Gold and The Army Painter Shining Silver.



Basecoat everything that isn't gold with The Army Painter Matt Black. Use a series of reds, blues, and greens to create the gems.



Paint the chest with a series of browns, and the iron pieces with Vallejo Tinny Tin followed by The Army Painter Gun Metal.

## MANTIC'S TERRAIN CRATES

Mantic has a wide variety of very cool Terrain Crates that cover not only the classic Fantasy genre, but also Science Fiction and Post-Apocalyptic settings.

While not absolutely essential for your gaming, these pieces create a great deal of immersion when you play. They can be excellent objectives for your wargames or scene-setters and adventure hooks for your roleplaying games.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life





# VAMPIRE THE MASQUERADE RIVALS ECG: CORE SET (RGS 02171)

From Renegade Game Studios, reviewed by Eric Steiger

 2 - 4 Players	 14 & Up
 30 - 70 Minutes	 \$45.00

The first three collectible card games created by Richard Garfield were *Magic: the Gathering*, *Netrunner*, and *Vampire: the Eternal Struggle*. *Magic* has been going strong for 3 decades, *Netrunner* was rebooted as a non-collectible game, and while *Rivals* may not be that original *Vampire* game, it does share a lot of DNA with it.

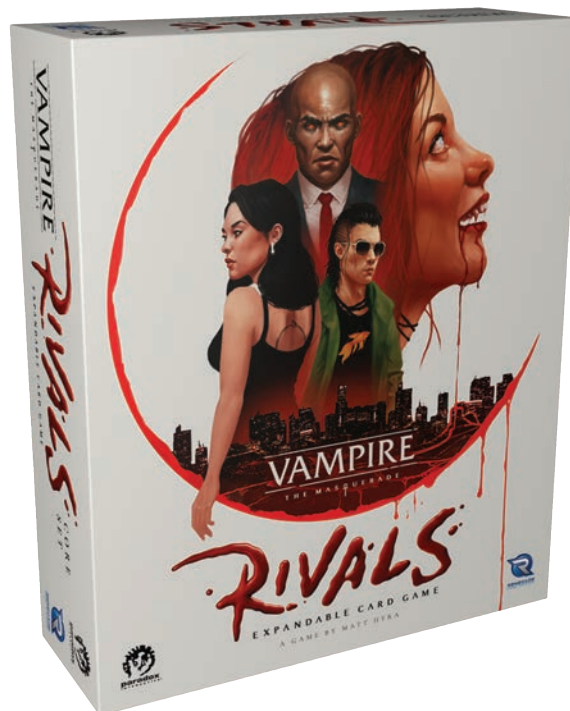
*Rivals* is an expandable, not collectible, card game, and a complete playset comes in the starter box, obviating the need to keep buying packs. However, much like its older cousin, *Rivals* is designed to be both an engaging multiplayer (3-4) experience and a strategic head-to-head duel. This separates it from many of the other expandable or living card games in recent memory, most of which are meant for only 2 players.

When you start a game of *Rivals*, one player (determined at random) is your rival; you are not, however, necessarily theirs (except in a 2-player game, where you are, of course, each other's rival). You gain Agenda (victory points) for defeating your rival's vampires, and if you (and nobody else) knock your rival out of the game, you win. Otherwise, the first player to reach 13 Agenda wins, or the player with the most Agenda if nobody hits 13 when someone gets eliminated (and they were not the rival of the player who did it). If you eliminate someone other than your rival, the person whose rival they were gets 3 points, so not only doesn't it benefit you to attack someone other than your rival, it helps your opponents. But... sometimes you may need to.

You begin the game with an Agenda card, a Haven, a Leader, and 20 Prestige. Your Agenda card is your chief victory condition, telling you how you earn Agenda (other than by killing your rival's vampires) - this might be by earning Titles, or eliminating elder vampires, or various other goals. Your Haven is where your vampires are safe (well, safer) from attack, and each one grants your leader a special ability that will help shape how you achieve your goals. Your Leader is the vampire that leads your team and can be any one of the 7 vampires in your Faction deck. Finally, Prestige is the resource with which you buy vampires (including your Leader), but it is also your life - losing your last Prestige eliminates you from the game, and there are only a few ways to regain lost or spent Prestige.

At the beginning of your turn, in addition to normal maintenance (readying cards, ending ongoing events, etc.), you reveal the top card of the City deck and put it into play. The City deck stays (mostly) the same in every game, containing the events, mortals, locations, and titles your vampires will be fighting over. Then, the meat of your turn begins - you may perform 2 actions, such as drawing a card, recruiting a vampire (paying precious Prestige for it), making a play for the title of Prince of the City, or attacking another vampire.

Attacks are relatively straightforward and come in three different flavors: Physical (including Ranged), Social, and Mental. You exhaust an attacking vampire to perform an attack of the chosen type, doing damage equal to



their value in that attribute, minus their target's. You can add an attack card from your hand to your vampire's relevant attribute if you want, and the defending player can choose to exhaust another of their vampires to jump in front of the attack, but otherwise, the attacking process is relatively straightforward. The attacked vampire loses blood equal to the damage taken, and if they go to zero, they enter torpor (or are removed from the game if the damage is Aggravated), where they will need to slowly regenerate.

Naturally, this description barely scratches the surface, and doesn't even cover the political schemes for which you can exert the influence of your leader and other vampires against those of the other players (as well as spend Prestige on), the Secrecy granted by your Haven keeping it safer from attack, the Titles your vampires can vie for against each other, or the human antagonists that try to eliminate all of you equally. Nor have I covered the four different vampire clans in the base set (Brujah, Toreador, Ventrue, and Malkavian), and the different supernatural powers and strategies each brings to the table.

The game comes with four different preconstructed decks, one for each clan, but it also includes cards and rules for customizing your own deck after you've got a few introductory games under your belt. In short, there is something here for every level of casual and competitive play, so whether you are interested in a casual game with up to 3 friends or looking for a competitive dueling experience in a tournament setting (Organized Play events have been announced and should begin at local and convention events in late 2021), *Rivals* can provide it.

...

*Eric is your friend, and friends wouldn't let you play bad games.*





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**DUEL OF WANDS - KIDS ON BROOMS CARD GAME (RGS 02194)**

From Renegade Game Studios, reviewed by John and Isaac Kaufeld

 2 Players	 10 & Up
 30 - 45 Minutes	 \$20.00

Paying attention to which cards are in those piles along with the number of cards left in your opponent's draw deck helps you decide when to take risks or play defensively.

Every student at the school of magic knows the dueling rules. There's only one and it's easy: No dueling. Which means, of course, that there's dueling.

Set in the world of their popular *Kids on Brooms* roleplaying game, *Duel of Wands* (Renegade Game Studios) lets two players take the roles of students in one of these secretive challenge matches to see who's really the more powerful spell caster.

Let's step into the shadows and unlock the top five mysteries in *Duel of Wands*.

**STARTING AS AN (ALMOST) EVEN MATCH**

The game gives each player an identical deck of 11 cards. During setup, each player also receives two unique spell cards from a set of seven. They add one of the unique cards to their deck and secretly discard the other.

In the advanced rules, players also replace two of their regular spells with upgraded versions, adding another potential twist to the game's outcome.

By the time you're ready to begin, each player's deck is similar, but flavored with small differences that make it unique.

**REVEAL, CAST, OR BANISH**

Play focuses on five classic card game mechanics: revealing, playing, recycling, discarding, and stealing.

Revealing is your information gathering tool. Cards that reveal force one player to show the other some of the spell cards in their hand.

You play spell cards from your hand by putting them into your "cast spells" pile and taking the action described on the card. Cast spells can be recycled into play with an action called "refresh." With so few cards in each player's deck, recycling the discard pile at the right time can dramatically change a game's outcome.

More powerful spells require that you put them in your "banished spells" pile instead of merely discarding them. Banished spells don't come back during a refresh; they're out of the game for the rest of that round. Most of your attack spells force your opponent to banish a spell.

Stealing one of the other player's cards turned out to be our favorite part of the game. Only one spell lets you do it, but when you can make it happen, it radically alters the balance of power.

**A SHARP SKILL CHALLENGE**

Given how closely matched the players' decks are, *Duel of Wands* plays out as a very tight game of observation, strategy, and occasionally pushing your luck.

You start the game blind to your opponent's spells, like two student wizards meeting for the first time. Since each player's cast and dispelled card piles are public knowledge, the longer each round goes, the more you know about what your opponent can or can't still do.

**PROTECTING YOUR PSYCHE**

The "Psyche" spell is the most powerful and dangerous item in your arsenal. When you play it, the game immediately ends, one way or another. That makes it a fascinating strategic tool as well as last-ditch ploy to snag the win.

Playing your psyche card forces an immediate spell caster showdown. If your opponent has their psyche card in their hand, they must either defend it with another spell or banish it. If they successfully defend it, then you lose the game. If they can't defend, then the round is yours.

Because a round ends when one player can't draw cards to refill their hand, playing psyche sometimes became a "last resort" move in of our games. After all, if you're going to lose anyway, you might as well go out with a bang.

**ADDING TO A ROLEPLAYING SESSION**

Since *Duel of Wands* lives in the world of the *Kids On Brooms* roleplaying game, the card game rules include a section on how to use it as a tool to create engaging roleplaying moments.

The developers suggest using the card game to play out a school-sanctioned casting competition, with players narrating each spell's effects to build the story. Of course, each player needs to be familiar with both the card game and the roleplaying game to make this work, so the game master should make sure everyone is prepared before introducing it to their table.

**VERDICT**

We love this game, which is surprising because we don't usually go for games that focus on direct player-versus-player competition. *Duel of Wands* captured our imagination thanks to its compact design and strategic tension.

The game's balanced deck building system helps new players learn the game and enjoy great duels right out of the box. Letting players select their own unique and advanced spell cards ensures that every game offers a unique challenge. It also gives experienced players the chance to tune their strategies for different opponents.

All of that works perfectly with the game's classic "best of three" scoring system, which captures the back-and-forth feeling of a fencing match as each player tests their opponent, takes advantage of an opening, and guards against a magical misstep.

*Duel of Wands* definitely earns a spot on our two-player game shelf.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?





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**FIREFLY ADVENTURES: BRIGANDS AND BROWNCOATS (GF9 FADVO1)**

From Gale Force Nine, reviewed by Brian Herman

 14 & Up	 1 - 5 Players
 90 - 120 Minutes	 \$50.00

One of the more curious and compelling pop culture items to come out of the early 2000's was the TV series *Firefly*. In the event you've been living in a nuclear shelter for the last 20 years, *Firefly* was a science fiction show about a ragtag group of people living on the fringe of space one step ahead of an oppressive government taking all manner of jobs simply to survive. By most popular accountings, the show was a failure, cancelled after one season. However, due to DVD sales it gained such a cult following that the property also became a major motion picture and is still one of the more beloved examples of the genre today, nearly 20 years later. Many science fiction enthusiasts, myself included, have wondered what it would be like to live on the ship *Serenity*, taking jobs outside the law just to survive. GF9 has answered this question with the game *Firefly Adventures: Brigands and Browncoats*, letting players take on the roles of individual crew members on various missions.



introduced into the scenario, their tokens are added to the spot directly behind the last character. This time system brings such a deep amount of strategy to gameplay. You can get involved in a shootout with enemies to clear a room you need to search, but each shot will take precious moments you may not have.

**"IT NEVER GOES SMOOTH. HOW COME IT NEVER GOES SMOOTH?"**

Each character in *Brigands and Browncoats* comes with a double-sided character card and two miniatures to represent each side. The first (starting) side is the character's "Casual" mode, trying to stay inconspicuous and under the radar. The second is the "Heroic" side of the character, as weapons are drawn, and the air becomes thick with action. As each side of a character can perform different actions, this also presents a layer of strategy. Do you attempt to sneak or talk your way past the guards to the precious cargo, or do you draw a weapon and let violence speak for itself? Whichever you choose, remember that the clock is ticking.

**"SOMEONE EVER TRIES TO KILL YOU, YOU TRY TO KILL 'EM RIGHT BACK!"**

*Firefly Adventures: Brigands and Browncoats* is a deep, complex game with multiple layers of strategy encapsulated into every mission scenario. Whether you are a casual fan of the genre, a diehard "Browncoat", or simply a fan of scenario-based skirmish minis, GF9 has assured that there is something in this box for you. Combining this with the upcoming expansions containing even more missions and characters from the show, there's certainly something for everyone.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.

**"I AIM TO MISBEHAVE."**

*Brigands and Browncoats* is a mission based, skirmish miniature game. The base set comes with 4 different missions of differing lengths and challenges, which players can tackle individually or in story mode, completing all of them one at a time in a constructed narrative. To begin either, one of the missions is chosen and each player takes on the role of a different crew member. The mission brief lays out the construction of the map, the mission objective(s), and the time required to complete the job (more on this later). The game comes with several "crates" which while the game is boxed, are used to house the various cards, minis, and tokens. During setup, however, the same crates are placed on the map to indicate buildings or structures used in that scenario. The box also contains a multitude of tokens that are used to indicate goals and problems each mission will provide as well. Once the map and challenges are set up, a time tracker is laid out around the board. The crew attempting the job is given a certain amount of money to purchase equipment drawn randomly from a deck of cards, and once this is done, the mission can begin.

**"SHINY. LET'S GO BE BAD GUYS!"**

In *Brigands and Browncoats*, time is never on your side. Each mission has a certain amount of time the crew of the *Serenity* has to complete the job, or else it is considered a failure. The time tracker surrounding the board is populated with tokens for each character. Every action a character performs takes a certain amount of time as listed on their character card advancing that character's token up the time tracker. The character at the earliest point in the time tracker always takes the next action, and when all characters reach the end of the time tracker, the game is over, even if the job isn't complete. As enemies are





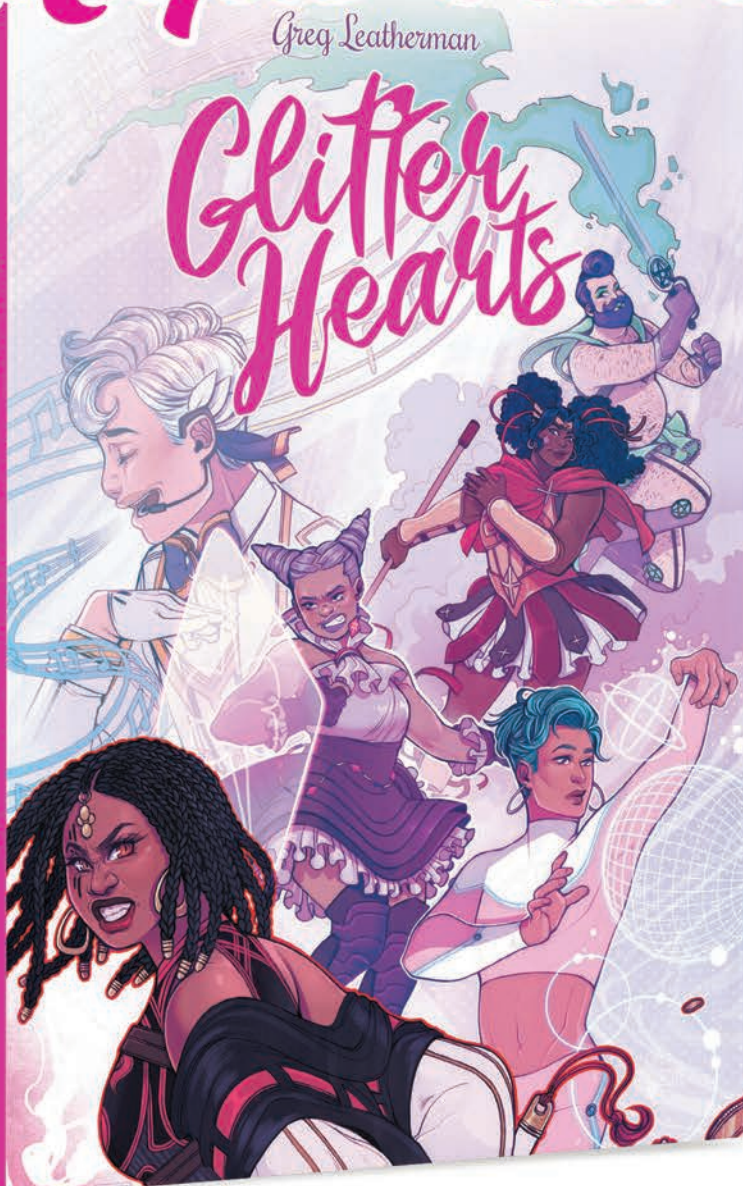
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Glitter Hearts - The Magical Transforming Heroes RPG



## The Magical Transforming Heroes Role Playing Game

Glitter Hearts, a brand new RPG designed by Greg Leatherman and published by Japanime Games, is one of our most exciting upcoming games. Inspired by "magical girl" anime shows and set in a fun filled world of everyday people who transform into powerful super heroes that fight off the forces of evil, as a player, you will try to find the balance between their everyday life needs and heeding the call to save the world.



\*Access to pdf  
character sheets



## UK'OTOA (DRP UKO-001)

From Darrington Press, reviewed by Thomas Riccardi

 12 & Up	 3 - 5 Players
 30 - 45 Minutes	 \$29.99

Out on the open waters far beneath the waves of the oceans of Exandria lies a beast that is known by many names. Some have called it "the False Serpent" and others have called it "The Great Leviathan" however, these are not its true name. This creature goes by the name Uk'otoa and whatever prison had held this monster it is now free, inflicting chaos on any ship that dares to wander too close. Unfortunately, your ship in the Lucidian ocean wandered too close to this serpent — will you be able to survive this beast as it inflicts damage on your own sinking ship, or will you succumb to both the creature and the murky depths? This is the challenge of the latest release from Darrington Press called *Uk'otoa*.

This fast-paced game comes complete with a miniature of the sea creature known as *Uk'otoa* (which has amazing detail) that can be either played with as is or painted. There are also sixty action cards, five faction tiles, 25 sailor pawns, a rulebook and 26 ship tiles. The game is set up by placing the Wheel tile at the center of the board and everyone putting another tile pointing at the previous in clockwise order. These tiles can be placed in any order, however, for newcomers they recommend a spiral pattern.



After all the tiles are placed the massive *Uk'otoa* is placed on the last tile. Next task is to shuffle all the action cards and deal two to each player as well as decide what faction everyone is going to be playing. There are five factions ranging from the Myriad (an organized crime ring) to the Ank'harel (a collective of races such as half-elves, orcs and halflings). And last is to place all the faction tiles in your hand and have each player pull one tile and place it to their left. Each player should have two colors next to them and these are considered the players "controlled" colors.

The order of play is broken down into four phases:

**Advancement Phase:** At the start of each player's turn before cards are drawn, you can choose to advance *Uk'otoa* one space around the ship. Any sailor that is on the tile the serpent moves to is eliminated.

**Drawing Phase:** You will draw two cards from the draw pile and when there are no more cards to draw the discard deck is shuffled to create a new draw pile.



**Action Phase:** This is where you can play or discard cards from your hand and that can be accomplished one of three ways. First, you can simply play a card and that action occurs, or you can play a duplicate of two cards (the action occurs only once). And lastly, you can discard any duplicates or three cards of any kind in exchange you may then draw one new card and continue this phase.

**Discard Phase:** In this phase if you have more than five cards you need to discard down until you only have five in your hand. If you have five or less cards in your hand, you may go ahead and skip this step.

The various cards that are used in the game range from moving *Uk'otoa* from one to three spaces. Each time this beast moves it eliminates any sailors that are in its way, and when it leaves a space, that space is removed from play. The creature can also unleash his tentacles in an attack that can cover one to three spaces; any sailors in the line of the tentacle attack are removed from play.

When your sailors need to escape, you can always use the Run card which allows you to move one of your sailors up to three spaces. You can also push past people moving up to two spaces and push one of the other sailors back in the process; however, you cannot push the sailor into *Uk'otoa* or off the ship. Gameplay goes on until there's a single color left or two colors left that are controlled by the

same player.

With amazing mechanics and cunning gameplay *Uk'otoa* should be a game that you introduce to your friends for an amazing game night. For more information on this and other games head over to <https://darringtonpress.com> and get ready to try to survive on a sinking ship.

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





# MARVEL Villainous

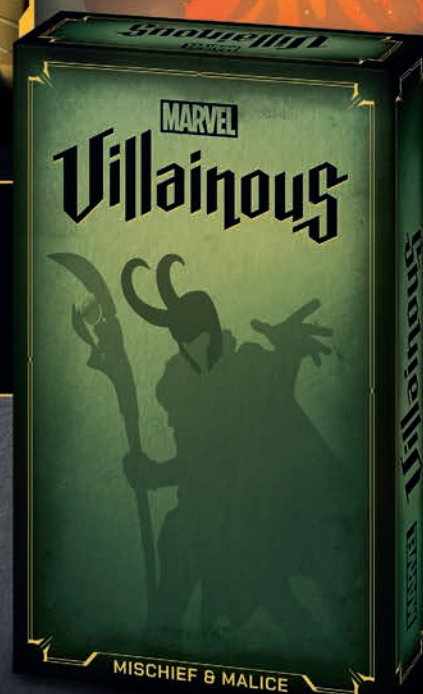


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## Greetings GTM Fans!

For our August issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with Steve Jackson Games to bring you a great Munchkin giveaway!

One lucky winner will receive a copy of the Munchkin awesome-ness featured above, courtesy of our friends at Steve Jackson Games! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on July 27th and will close on August 23rd, so don't delay!

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